

T1.00 HAMMAN'S WORLD PHASE IV 'SUBDUAL' TYRANID ARMY LIST

- Maksim Smelchak's Tyranid Army Playtest List (v5.40B) (Last update: 30 May 2005)

The Tyranids are without doubt the most alien race 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 the reaches of our galaxy in search of new resources to assimilate. These they have discovered in abundance in our galaxy. Tyranids descend onto planets only to strip them totally of all bio-mass before moving on, leaving nothing but balls of scoured rock in their wake.

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 ship's reproductive chambers. All these creatures are born to serve the single bio-entity that is the ship, and the bio-ship only exists as part of the entity that is the Tyranid Hive Fleet.

A common psychic bond unites all Tyranid creatures and allows them to act together as a single organism. Individual Tyranids have no distinct minds – a Tyranid simply fulfils the functions assigned to it by the greater Hive Mind. The smaller mindless creatures are unthinking and instinctive, but larger and more complex creatures can make decisions appropriate to the situation.

The Tyranid race itself comprises many different creatures which function together, perfectly coordinated by the gestalt consciousness of the Hive Mind. They do not use technology as it is understood by humans. Instead of making weapons and starships out of metal and plastic, they use gene-splicing and bio-engineering to grow them from living organic material. The highest form of Tyranids, their Dominatrixes and Norn Queens, are living bio-factories which give birth to an unending stream of warriors, hive ships, and symbiote weapons.

At war, the Tyranids form a ferocious, unstoppable horde, an avalanche of tooth and claw driven onward by the racial imperative of the Hive Mind. Unrelenting and unstoppable, the Tyranid race represents a threat to both Mankind and the whole galaxy.

A Tyranid invasion is split into five stages:

Phase I	Discovery:	Warp-drones discover a planet suitable for invasion.
Phase II	Approach:	The Hive fleet arrives and besieges the planet.
Phase III	Attack:	The Tyranid invasion is begun as Mycetic Spores and assault swarms.
Phase IV	Subdual:	The Tyranid main force crushes all resistance.
Phase V	Consumption:	The planet's living resources are plundered leaving a dry hulk behind.

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 dates. However, even though this list is intended to represent Hive Fleet Kraken, it could be used for any Tyranid Hive Fleet.

T1.10 Tyranid Special Rules

The following special rules apply to Tyranid formations and units.

Strategy Rating: 1

Initiative Rating: 2+

T1.15 Design Concept: The Hive Mind

All Tyranids are united by the potent psychic imperatives of their shared hive mind. Some of the more intelligent creatures have vastly expanded synapse networks within their cortices that act as psychic conduits 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 this will cause their own deaths. On the other hand, if there are no synapse creatures nearby then lesser Tyranid creatures will revert to their basic animalistic instincts. Special rule T1.20 Unstoppable reflects this vitally important aspect of Tyranid armies.

T1.20 Special Rule: Unstoppable!

Tyranid formations *never* receive blast markers and can therefore never be suppressed or broken by them. As long as they are under the control of the hive mind they quite literally don't know the meaning of fear and will mindlessly sell their lives in order to bring victory for the hive mind. A Tyranid formation that loses an assault must still make a withdrawal move and any units that end up within 15cms of the enemy will be destroyed, but the formation is *not* broken.

T1.30 Design Concept: Tyranid Swarms

The Tyranid army is divided into three types of units:

- *Independent creatures*
- *Synapse creatures*
- *Brood creatures (common and uncommon types)*

Each creature's type is noted on its datasheet and also in the army list (see T2.00 Phase IV 'Subdual' Tyranid Army List).

Independent creatures and synapse creatures are organized into formations called swarms like other units but brood units are not. Instead broods are purchased as individual units that will be come part of a *swarm* (formation) that is centered on the closest synapse creature to that brood at the start of each turn. Tyranid swarm formations are thus not 'fixed' formations like the formations in other armies but can vary from turn to turn.

In order for this to work, Tyranid units must be organized into swarms at the start of the game and and at the start of each turn after the first one. All the units in the swarm will operate together as a single formation until the start of the Tyranid player's next turn. At the start of the game simply assign one or more brood units to each a synapse creature until all the broods have been assigned; each such swarm must be set up as a 'legal' formation using the set up instructions for the scenario.

If the Tyranid player wants, some brood units may be held back and not assigned to synapse creatures in the beginning of the game (these units are placed in the reinforcements / casualty box – see T1.50 Special Rule: The Reinforcements / Casualty Box). These units may be used when a swarm (formation) *spawns* during the game (see T1.40 Spawning Action).

Starting with the second turn a swarm consists of one synapse creature formation and all the brood units within 15cms of a unit from that synapse creature formation. Brood units within 15cms of two synapse creature formations will join the swarm belonging to the closest one. If equally distant to two synapse units then the Tyranid player must choose which swarm the brood units join (we recommend moving these brood units a centimeter or so closer to a unit from the synapse formation it has joined in order to avoid confusion later in the turn).

Synapse creatures can work together and share broods as two formations effectively combining into one new formation. In this fashion, Tyranid formations can provide protection against losing a Synapse unit and having an entire brood go to ground.

Note that broods may start any turn after the first 'out of formation' (i.e. more than 5cms away from another unit from the same swarm). This is okay as long as those brood units move back into formation when the swarm they belong to takes its action later in the turn (see 1.2.1 Formations).

Synapse creatures are not needed to give orders to a brood swarm; merely to define what a brood formation consists of at the beginning of the turn. If the synapse creature(s) to which a swarm of broods is 'attached' is killed or destroyed before the formation can activate, then the formation will still activate and behave as it normally would have with the synapse creature(s) present. They will also go to ground as normal at the beginning of the next turn if they are not in range of a synapse creature."

<<< This will need a diagram! >>>

T1.35 Design Concept: Going to Ground

Any Brood units that are not within 15cms of a Synapse unit at the start of any turn will "Go to Ground" and are placed in the Casualty Box. Although not dead it is assumed that the creatures have reverted to their animalistic instincts and are lurking on the battlefield waiting for the next easy chance to get a meal of enemy troops! Thus they will no longer play a part in the battle (unless respawnable). They may be brought back into play by a Synapse formation taking a Spawning action (see T1.40 Spawning Action).

T1.40 Special Rule: Spawning Action

One of the most terrifying things about fighting a Tyranid army 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. Some of these creatures will be broods that have gone to ground earlier in the battle but have now been incorporated back into the hive mind, while others will be reinforcements sent by the hive mind to sustain the attack. To represent this Tyranid formations that carry out a marshal action may *spawn* instead of regrouping. Spawning is an action taken by a synapse formation so all broods spawned become part of the node's formation.

T1.45 Design Concept: Spawning Limits

Spawning allows the Tyranid player to return to play brood units that have been killed, gone to ground or that were held back at the start of the game. Note that spawning only allows you to re-use units that have been held back or removed from play; you may *not create new units!* Also note that only common or uncommon brood units may be spawned, not independent or synapse creatures (which are too rare to be spawned in this manner). The Tyranid player may return D6 brood units to play, plus an extra D6 worth of brood units if there are no enemy units within 30cms of any units from the formation. The formation may also receive bonuses if led by a Dominatrix or if Mycetic Spore Clouds are used to increase the number of brood units that can be placed (see the Dominatrix and Mycetic Spore Cloud datasheets).

Each pip on the dice allows one brood unit to return to play. Brood units that are also War Engines require a number 'pips' equal to their damage capacity (DC). Place any spawned brood units within 5cms of a synapse creature from the formation taking the spawn action. Spawned brood units may not set up in the zone of a control of an enemy unit or in impassable terrain.

T1.50 Special Rule: The Reinforcements / Casualty Box

Tyranid players use the Casualty Box to keep track of casualties during the game. This is done so that both players will know which units can be brought back into play by using a Spawn action. When Brood units are removed from the board (for whatever reason – as casualties or when they 'Go to Ground'), they are placed into the Casualty Box. We recommend using a box top, a piece of paper or even a nicely crafted wooden or plastic box to use as your Casualty Box. Mycetic Spore Clouds and un-fielded Brood units are also stored in the Casualty Box until used.

T1.60 Design Concept: Tyranid Bio-weapons

Tyranid don't use weapons as we know them but living creatures called symbiotes that replicate the function of conventional weapons in other armies. Tyranid symbiotes are "living weapons" that are constantly evolving and adapting just like other living creatures and, as such, Tyranid bio-weapons may change from battle to battle as the hive mind learns how to counter new armours or devises even more deadly poisons to kill the frail life forms that oppose it. While Tyranids always prefer to charge into close combat and rend their enemies into fleshy fragments, the hive mind has also designed a vast plethora of ranged and deadly bio-weapon symbiotes to aid its' warriors as they charge into the fray.

New and even more deadly Tyranid weapons are being reported all the time: long-ranged acidic projectiles that melt through steel as if it was wax, creatures which attack with bolts of psychic energy or bio-electrostatic blasts, and Bio-titans, beasts as tall as Titans and with unprecedented close combat ability. The Biovore is an excellent example of the hive mind's ingenuity: a living piece of bio-artillery that can launch spore mines or "living bombs" that are engorged sacs full of deadly chemicals, viruses, toxins or poisons.

Other known Tyranid weapons include: a regurgitated bio-plasma that resemble flaming green bile, a missile-like parasite called a bile pod filled with jellied lumps of cankerous slime, bio-cannons that can spit out chitin spines or shells at fantastic velocity, cluster spines filled with razor sharp chitin shrapnel, highly corrosive poison crystals, molecular and mutagenic acids, noxious clouds of poison spores, pyro-acidic sprays, ripper tentacles, stinger salvos covered with corrosive venom, virulent spore pods, warp blasts and other insidious bio-weapons still unknown to man, alien or beast!

T1.75 Special Rule: Breath Weapons

Several Tyranid creatures have Bio-plasmic Breath Attacks. Use the plastic Flamer template from 40K to represent these attacks. Place the narrow end touching the front of the unit's base or the miniature's "mouth" if un-based and roll to hit any enemy units that fall under the template (other than the creature itself of course!). The Tyranid player must attempt to get as many enemy units as possible from the target formation under the template or the opposing player may move the template to any location so long as it is still touching the miniature's "mouth" or base closest to the "mouth" (See Special Rule 1.9.8 Barrages in the main Epic Armageddon rulebook).

T2.00 Phase IV 'Subdual' Tyranid Army List

Strategy Rating: 1

Initiative Rating: 2+

T2.10 Tyranid Synapse Creature Swarm Cost & Availability Table		
Up to a third (33%, round up) of the army's points may be spent on Synapse Creature formations:		
Formation Type	Units	Points Cost
Lesser Synapse Node	One Lesser Synapse Node	30 points
Greater Synapse Node	One Greater Synapse Node	100 points
Hive Tyrant	One Hive Tyrant	100 points
Tyranid Warrior	Three Tyranid Warriors	150 points
Harridan	One Harridan	225 points
Vituperator	One Vituperator	350 points
Dominatrix	One Dominatrix	500 points

T2.20 Tyranid Independent Creature Swarm Cost & Availability Table		
Up to a third (33%, round up) of the army's points may be spent on Independent Creature formations:		
Formation Type	Units	Points Cost
Lictor	Two Lictors	150 points
Genestealer	Eight Genestealers	200 points
Expectorator	One Expectorator	250 points
Hierophant	One Hierophant	300 points
Hydraphant	One Hydraphant	400 points

T2.30 Tyranid Common Brood Creature Unit Cost & Availability Table		
At least a quarter (25%, round down) of the army's points <u>must</u> be spent on the following common Brood units:		
Unit Type	Units	Points Cost
Termagant	Add any number of Termagants	10 points each
Hormagaunt	Add any number of Hormagaunts	15 points each
Gargoyle	Add any number of Gargoyles	20 points each
Ravener	Add any number of Raveners	30 points each

T2.40 Tyranid Uncommon Brood Creature Unit Cost & Availability Table		
Up to a half (50%, round up) of the army's points may be spent on the following uncommon Brood units:		
Formation Type	Units	Points Cost
Mycetic Spore Cloud	Add any number of Mycetic Spore Clouds	25 points each
Biovore	Add any number of Biovores	35 points each
Carnifex	Add any number of Carnifex	50 points each
Haruspex	Add any number of Haruspex	50 points each
Zoanthrope	Add any number of Zoanthropes	50 points each
Exocrine	Add any number of Exocrines	75 points each
Hierodule	Add any number of Hierodules	150 points each

T2.50 Base Unit Cost Table		
Unit Name:	Unit Role:	Unit Cost:
Termagant	Infantry, Common Brood	10 points each
Hormagaunt	Infantry, Common Brood	15 points each
Gargoyle	Infantry, Common Brood	20 points each
Mycetic Spore Cloud	Special	25 points each
Lesser Synapse Node	Special Synapse	30 points each
Ravener	Infantry, Common Assault Brood	30 points each
Biovore	Artillery Brood, Lesser	35 points each
Carnifex	Bio-tank, Assault Brood, Walker	50 points each
Haruspex	Bio-tank Brood	50 points each
Zoanthrope	Psyker Brood	50 points each
Exocrine	Artillery Brood	75 points each
Greater Synapse Node	Special Synapse	100 points each
Hive Tyrant	Synapse Infantry,	100 points each (May add skimmer for +50 points)
Lictor	Scout Infantry, Independent	150 points (x2 for 150 points or 75 points each)
Hierodule	Bio-tank, Super-heavy, Walker Brood	150 points each
Tyranid Warrior	Synapse Infantry	150 points (x3 for 150 points or 50 points each)
Genestealer	Scout Infantry, Independent	200 points (x8 for 200 points or 25 points each)
Harridan	Bio-titan Flyer, Lesser, Synapse	225 points each
Expectorator	Bio-titan Artillery, Walker, Independent	250 points each
Hierophant	Bio-titan, Lesser, Independent	300 points each
Vituperator	Bio-titan Flyer, Super-heavy, Greater, Synapse	350 points each
Hydraphant	Bio-titan, Greater, Independent	400 points each
Dominatrix	Bio-titan, Synapse	500 points each

T3.00 Tyranid Unit Data Sheets

T3.10 Synapse Creature Units

Dominatrix

The Dominatrix is a gargantuan composite-creature of nightmarish proportions. Survivors of Dominatrix attacks report an overwhelming sense of horror and repulsion at the sight. The Dominatrix is a gigantic and bestial creature armed with ripping claws and fangs, symbiote weaponry and poison spines in dizzying and deadly profusion.

Straddling the beast's back and sunk partway into its flesh by hooks and spines, snaking loops of intestine and pulsing arteries is a second creature. This rider is a form of Tyranid as far advanced beyond ordinary Tyranid Warriors as Tyranid Warriors are beyond the genetically constructed sphincter portals of a bio-ship. Neither the creature in itself is the Dominatrix nor the brutish hulk; both are combined to give the bestial of the most savage Tyranid creatures hybridized with awesome psychic powers and a direct conduit to the hive mind.

A Dominatrix is the brood mother of a swarm and lays eggs in the millions that hatch into the horrors known as Tyranid armies. A Dominatrix will act as the commander of a Tyranid Army in the field and, as such, are major targets of Imperial firepower as striking down a Dominatrix can all but cripple a Tyranid army in the field. To counter undue attention, a heavy, stony carapace several feet thick protect Dominatrices. They also employ their massive psychic powers to protect and heal themselves.

The success of the successful Imperial defense of the factory world of Graia was largely due to the destruction of a Hive Fleet Kraken Dominatrix. When the Dominatrix codenamed "White Witch" (although the troops referred to it in much more lurid ways...) was struck down, a whole tendrill of Hive Fleet Kraken was paralyzed for close to seven standard Terran days.

Dominatrix (DX)

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	3+	3+	4+
Weapon	Range	Firepower		
x4 Gargantuan Claws	(Base Contact)	Assault Weapons, Titan Killer, Extra attacks (+1)		
Cluster Spines	(15mm)	Small Arms		
Bio-plasmic Breath	Breath Template	MW5+/AA5+, ignore cover.		
Warp Blast	30cm	AP4+/AT4+/AA4+		

Notes: Damage Capacity 8. Supreme Commander. Synapse Creature. Fearless. Reinforced armor. Walker. (Roll an extra D6 if a Dominatrix carries out a spawning action).

Critical Hits:

- 1-5: The Hive Tyrant has taken a critical wound losing critical organs. It suffers an extra point of damage and loses one of its' gargantuan claw attacks.
- 6: The Synapse Throne that is symbiotically attached to the Dominatrix is slain. The Dominatrix no longer counts as a supreme commander and may no longer be used by broods as the center of a swarm. Brood units without a synapse unit present will go to ground. Any further critical hits will cause an extra point of damage and loss of a gargantuan claw attack instead.

Harridan

Harridans act as monstrous brood mothers to immense swarms of Gargoyles that scour the land ahead of Tyranid swarms. Harridans flap through the sky on leathery wings with clusters of gargoyles clinging to their bellies. As the black shadow of a Harridan sweeps overhead, Gargoyles spiral down to unleash bio-fire and destruction on the enemy below.

Harridans possess a fearful armory of bio-cannons, a deadly bio-plasmic breath and gargantuan claws known to gut Imperial Titans in fearful flying passes that throw small trees, fleeing victims and anything not firmly attached to ground into the air. An exceptionally tough hide combined with thick chitinous armour plates shielding internal organs protect the Harridan. Harridans also act as psychic resonators intensifying the bond with the hive mind that lesser brood creatures experience.

Contrary to previous experience, myraid flights of Harridans carrying Gaunts, Tyranid Warriors and Hive Tyrants instead of Gargoyles both surprised and overwhelmed the defenders of Espandor in a battle that led to the fall of Ecclesiarchy headquarters on the cardinal world of Espandor.

Harridan (HR)

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	4+	3+	5+
Weapon		Range	Firepower	
x2 Gargantuan Claws		(Base Contact)	Assault Weapons, Titan Killer, Extra attacks (+1)	
Bio-plasmic Breath		Breath Template	MW5+, AA5+, ignore cover.	
x2 Bio-cannons		45cm	MW5+, ignore cover	

Notes: Damage Capacity 3. Synapse Creature. Reinforced armor. Skimmer.

(May transport up to four of the following units: Gargoyle, Hormagaunt, Hive Tyrant, Ravener, Termagant, Tyranid Warriors).

Critical Hits:

1-4: The Harridan is critically wounded. It suffers an extra point of damage and loses one of its gargantuan claw attacks.

5-6: The Harridan is shot through the heart and killed instantly.

Hive Tyrant

The Hive Tyrant is a large and massively powerful Tyranid creature known to lead Tyranid swarms and act as what a Master Biologis have come to call a “synapse creature.” Like many Tyranids they seem to mutate rapidly, and several different physical characteristics have been reported. All Hive Tyrants are highly psychic and their relationship to the hive mind is one of the closest yet discovered. Little is known for certain about the complex relationships between these creatures, but some of the Imperial Techno-Magi believe that Hive tyrants are the consort-minds of the Hive Queen that form the repository of the Hive Fleet’s own collective consciousness. If this is true, the Hive Tyrants embody the hive mind completely, but their destruction does not diminish it in any way.

The vicious attacks of Hive Tyrants were key to the fall of Sotha, the former home world of the Emperor’s Scythes Space Marines.

Hive Tyrant (HT)

(Stats assume that base also includes Hive Tyrant Guard, but can be represented by just a Hive Tyrant on base.)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	4+	2+	4+
Weapon		Range	Firepower	
x2 Monstrous Claws		(Base Contact)	Assault weapons, Macro-weapon, Extra attacks (+1)	
Tyrant Guard		(Base Contact)	Assault weapons, Macro-weapon, Extra attacks (+1)	
Rending Claws		(Base Contact)	Assault Weapons, Extra attacks (+1)	
Venom Cannon		30cm	AP5+/AT6+	

Notes: Commander. Synapse Creature. Fearless. Invulnerable Save.

(May add skimmer and change to a 25cm movement for +50 points).

Synapse Node, Greater

As a Phase II Hive Fleet approaches a star system, a warp drone is deployed that launches a number of biological drones towards planets targets for absorption. Many of these drones contain the seeds of a burrowing hive mind that will plant itself near the core of a planet and coordinate the future actions of a hive fleet. Greater Synapse Nodes are the grown and matured surface offshoots of that hive mind and are extremely strong and hardy. Greater Synapse Nodes are often referred to simply as Synapse Nodes and occasionally as mature Synapse Nodes.

Synapse Node, Greater (SNG)

(SNGs can't move or attack after they have appeared [like terrain features], by can act as a synapse creature [like an army unit] for a swarm, and can be used to spawn more Tyranid creatures. The models will be based on the spore chimneys made by Forge World. Model using Battle for Macraggae infestation markers and/or shells, nuts or seed pods mounted on bases for the time being.)

Type	Speed	Armour	Close Combat	Firefight
War Engine	0	4+	na	na
Weapon	Range	Firepower		
None	na	na		

Notes: Damage Capacity 3. Fearless. Synapse Creature. Reinforced Armour.

Synapse Node, Lesser

As a Phase II Hive Fleet approaches a star system, a warp drone is deployed that launches a number of biological drones towards planets targets for absorption. Many of these drones contain the seeds of a burrowing hive mind that will plant itself near the core of a planet and coordinate the future actions of a hive fleet. Lesser Synapse Nodes are the immature shoots deployed by a hive mind to coordinate the planetary surface activity of hive armies. Lesser Synapse Nodes are tendril-like offshoots of a hive mind grown into a planet's core and are extremely vulnerable, but very tactically flexible. Lesser Synapse Nodes seem to appear everywhere across a planet and Imperial forces are well advised to destroy them immediately after sighting before they can rally the Tyranid masses towards them. Lesser Synapse Nodes are also known as Synapse Ganglia.

Synapse Node, Lesser (SNL)

(Lesser Synapse Nodes can't move or attack after they have appeared [like terrain features], by can act as a synapse creature [like an army unit] for a swarm, and can be used to spawn more Tyranid creatures. The models will be based on the capillary tower made by Forge World. Model using Battle for Macraggae infestation markers and/or shells, nuts or seed pods mounted on bases for the time being.)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	0	4+	na	na
Weapon	Range	Firepower		
None	na	na		

Notes: Synapse Creature. Reinforced Armour. Teleport.

Tyranid Warriors

The Tyranid warriors are amongst the most important Tyranids on the battlefield. Not only are they large and powerful fighters but they also fulfill a pivotal role in Tyranid swarms. The warriors act as psychic resonators amplifying the psychic bond of the hive mind and transmitting its power to the smaller less receptive hive creatures around them. When the Tyranids begin to swarm, the Tyranid Warriors become the focal points of the hive mind. Like officers marshalling their armies, Tyranid Warriors lead the lesser creatures into battle, directing their troops to their appointed stations in the greater plan.

Tyranid Warriors (TW)

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+
Weapon		Range	Firepower	
Rending Claws		(Base Contact)	Assault Weapons, Extra attacks (+1)	
Scything Talons		(Base Contact)	Assault Weapons	
Deathspitters		(15cms)	Small Arms	
Venom Cannon		30cm	AP5+/AT6+	

Notes: Synapse Creature. Fearless.

Vituperator

If Harridans act as monstrous brood mothers to the immense swarms of Gargoyles that scour the land ahead of Tyranid swarms then Vituperators are the matriarchs of such fast-moving Tyranid swarms. Once the black shadow of a Vituperator sweeps overhead, Imperial forces should be warned that the hive mind has committed major resources to a battle.

Vituperators possess a fearful armory of bio-cannons, a deadly bio-plasmic breath and multiple sets of claws. What is thought to be centuries of growth of chitinous armour plates shield Vituperators from harm. Vituperators also act as psychic resonators intensifying the bond with the hive mind that lesser brood creatures experience.

Vituperator (VT)

(A larger more mature and highly gnarled form of the Harridan. One can modify a Harridan model with a spare Dominatrix head to represent a Vituperator for the time being.)

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	5+
Weapon		Range	Firepower	
x2 Gargantuan Claws		(Base Contact)	Assault Weapons, Titan Killer, Extra attacks (+1)	
x2 Monstrous claws		(Base Contact)	Assault Weapons, Macro-weapon, Extra attacks (+1)	
Bio-plasmic Breath		Breath Template	MW5+/AA5+, ignore cover.	
x2 Bio-cannons		45cm	MW5+, ignore cover	

Notes: Damage Capacity 5. Synapse Creature. Reinforced armor. Skimmer.

(May transport up to eight of the following units: Gargoyle, Hormagaunt, Hive Tyrant, Ravener, Termagant, Tyranid Warriors).

Critical Hits:

1-5: The Vituperator's chest cage is holed by enemy fire. It suffers an extra point of damage and loses one of its' gargantuan claw attacks.

6: The Vituperator is shot through the heart and killed instantly.

T3.20 Independent Creature Units

Expectorator

Expectorators appear to be an adaptation created into reaction to the hive mind's experience with Imperial Titans, Ork Gargantz and other large walker that they have encountered in the Galactic Core. Expectorators are a sub-breed of Bio-titans and appear to be nothing more than an extremely large and overgrown Biovore. In practice, Expectorators are deployed singly or in small groups that bombard Imperial Titans from a distance until such slow lumbering god-machines are reduced to steaming piles of rubble before they can bring their weapons to bear.

Expectorator (EX)

(A VERY large Biovore! Use a 28mm 40k Biovore as a proxy for this model for the time being.)

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	5+	4+
Weapon	Range	Firepower		
Cluster Spines	(15mm)	Small Arms		
Macro Spore Mines	90cm	3BP, Indirect Fire, Disrupt		

Notes: Damage Capacity 4. Independent Creature. Walker.

Critical Hits:

1-5: The Expectorator is critically wounded and dazed. Lose an additional point of damage and change its' weapon to Slow Firing for the rest of the game.

6: The Expectorator is shot through the heart and killed instantly. Any unit in base contact suffers a hit on a roll of 6+ as the Expectorator collapses crushing all under its' massive corpse!

Genestealers

The Imperium first encountered Genestealers on the moons of Ymgarl long before they were alerted to the approach of the hive fleets. Only with time has it been learned that Genestealers are vanguard organisms for the Hive, created to seek out and undermine potential prey-worlds through infiltration. Genestealers are legendarily ferocious close combat opponents, with lightning fast reflexes and deadly claws, capable of ripping through adamantium.

Genestealers (GS)

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	6+	4+	-
Weapon	Range	Firepower		
Rending Claws	(Base Contact)	Assault Weapons, Extra attacks (+1)		

Notes: Independent Creature. First Strike. Infiltrators. Scouts.

Hierophant

Hierophants are the lesser Bio-titans of the Tyranid army and were first incorrectly identified as Hierodules before the more proper Hierophant moniker was rediscovered. The mistake in identification makes early reports of this Bio-titan confusing.

Hierophant (HP)

(This is the working name I'll be using for lesser Tyranid 'Bio-titans.' They'll probably be closer to the old Epic Hierodule models in terms of size, and more like the FW Hierodule in terms of appearance.)

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	3+	4+
Weapon		Range	Firepower	
x4 Gargantuan Claws		(Base Contact)	Assault Weapons, Titan Killer, Extra attacks (+1)	
Cluster Spines		(15mm)	Small Arms	
Bio-plasmic Breath		Breath Template	MW5+/AA5+ ignore cover.	

Notes: Damage Capacity 6. Independent creature. Reinforced armor. Walker.

Critical Hits:

1-5: One of the Hierophant's gargantuan claws is blown off. It suffers an extra point of damage and loses one of its' gargantuan claw attacks.

6: The Hierophant is shot through the heart and killed instantly. Any unit in base contact suffers a hit on a roll of 5+ as the Hierophant collapses crushing all under its' massive corpse!

Hydraphant

Hydraphants are Bio-titans that were not found suitable for carrying the superior Hive Mind links that Dominatrices carry. They are incredibly aggressive and irritable swarming forward to destroy all they encounter. Most Hydraphants appear to have been in existence for ages and that long wait has made them scraggly and angry. Hydraphants are neuter and incapable of laying eggs or further creating Tyranid life. Hydraphants were once incorrectly identified as Hierophants, but that incorrect identification has been amended since the rediscovery of a lost inquisitor's reports.

Hydraphant (HY)

(This is the greater Tyranid Bio-titan for now. Use a Dominatrix model without the throne on the back.)

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	3+	3+	4+
Weapon		Range	Firepower	
x4 Gargantuan Claws		(Base Contact)	Assault Weapons, Titan Killer, Extra attacks (+1)	
Cluster Spines		(15mm)	Small Arms	
Bio-plasmic Breath		Breath Template	MW5+/AA5+, ignore cover.	
Warp Blast		30cm	AP4+/AT4+/AA4+	

Notes: Damage Capacity 8. Independent creature. Fearless. Reinforced armor. Walker.

Critical Hits:

1-5: One of the Hydraphant's gargantuan claws is blown off. It suffers an extra point of damage and loses one of its' gargantuan claw attacks.

6: The Hydraphant is shot through the heart and killed instantly. Any unit in base contact suffers a hit on a roll of 5+ as the Hydraphant collapses crushing all under its' massive corpse!

Lictors

Lictors rove ahead of Tyranid ground swarms seeking out pockets of resistance and native life forms to be absorbed. Often referred to Imperial troops as Spooks or Mantis Stalkers because of their unnerving behavioral patterns and combat techniques, they are intelligent and possess highly developed sensory organs so they can see, smell, hear and taste their prey long before it becomes aware of their presence. Lictors appear to be a specialist mutation of Tyranid Warriors and are highly adapted to survival in hostile environments and a stalker / predator role. Stalking Lictors exude a pheromone trail, which draws other Tyranid creatures in their wake. A larger concentration of prey stimulates a stronger pheromone response and brings a larger group of trailing Tyranids.

Lictors (LC)

(One to three Lictors may be mounted on a base.)

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	-
Weapon		Range	Firepower	
x2 Monstrous claws		(Base Contact)	Assault Weapons, Macro-weapon, Extra attacks (+1)	
Fleshhooks		(Base Contact)	Assault Weapons	

Notes: Independent Creature. First Strike. Infiltrators. Reinforced armor. Scouts. Teleport.

T3.30 Common Brood Creature Units

Gargoyles

Gargoyles are vicious winged monsters that are often the first parts of the Tyranid swarm seen in battle. Their prime purpose seems to be seeking out the enemy and sowing terror and confusion amongst them. Thus, fire and the flap of the Gargoyle's membranous wings precede the Tyranid hordes, driving the enemy out into the open to be absorbed by the swarm. Gargoyles physically resemble Termgants, being derived from the Gaunt genus. They have wide, leathery wings, raking claws and barbed tails. Though they have six limbs, the lower pair have atrophied to little more than stumps.

Gargoyles (GY)

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	-	5+	6+
Weapon		Range	Firepower	
Bio-plasma Ball Attack		(Base Contact)	Assault Weapons	
Fleshborers		(15cms)	Small Arms	

Notes: Brood Creature. Jump Packs.

Hormagaunts

The Hormagaunt is single-minded in its engineered purpose of closing with the foe and eviscerating it with its scythe-like claws. They are very fast and seemingly indefatigable, constantly moving in restless warms that seem to be made of nothing but rippling claws and ridged armour plates. Appearing to be another manipulation of the Gaunt genus, this bio-form is more upright, with its two sets of upper limbs equipped with well-developed claws. Its lower legs are long and powerful, tucking up beneath the body when the creature is at rest but flicking out to drive it forward in a series of bounding leaps as it attacks.

Hormagaunts (HG)

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	-	4+	-
Weapon		Range	Firepower	
Scything Talons		(Base Contact)	Assault Weapons	

Notes: Brood Creature. Infiltrators.

Ravener

Raveners are twisted, snake-like creatures which combine the worst elements of Tyranid Warriors' powerful symbiote weapons with the unholy speed of Gargoyles and Hormagaunts. Raveners writhe across the battlefield with frightening speed, often overrunning positions before the defender can fire more than a single volley. While they bear a resemblance to the most common forms of Rippers and the giant Tyranid organism known as Trygons, the origins of Raveners are unknown.

Ravener (RV)

(Will require a new model. Until then, use 28mm Rippers.)

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	4+	4+	5+
Weapon		Range	Firepower	
Scything Talons		(Base Contact)	Assault Weapons	
Deathspitter		(15cms)	Small Arms	

Notes: Brood Creature.

Termagants

The Termagant is agile, fast, cunning and deadly despite its small size relative to other Tyranids. Most commonly equipped with the basic fleshborer weapon symbiote, it is undoubtedly the most common species of the Gaunt genus and fulfils the role of a common foot soldier in Tyranid swarms. Termagants have been known to be expended by the thousands merely to exhaust the defenders' ammunition prior to a major assault.

Termagants (TG)

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	6+	6+
Weapon		Range	Firepower	
Fleshborers		(15cms)	Small Arms	

Notes: Brood Creature.

T3.40 Uncommon Brood Creature Units

Biovore

In battle, Spore Mines are most often vomited from the maw of a genetically modified warbeast referred by the Magos Biologis as the Biovore. The creature nurtures a clutch of Spore Mines inside its own body and launches them by a powerful muscular spasm. The Biologis point out that the Biovore has only appeared relatively recently in actions fought against Hive Fleets. It is postulated that this creature represents one of the first Tyranid creatures using hybridized DNA harvested in our galaxy.

Biovore (BV)

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	6+
Weapon		Range	Firepower	
Spore Mines		45cm	1BP, Indirect Fire, Disrupt	

Notes: Brood Creature.

Carnifex

The Carnifex is a living engine of destruction evolved for use in shock assaults, space ship boarding actions and massed battles where it can smash through almost any obstacle, whether it is a defensive line, enemy tanks, or a fortified position. The assault of these creatures is terrifying to behold, a primeval force, which smashes men and vehicles aside like so many children's toys. The Carnifex Genus is encountered in two main varieties: the more commonly encountered Carnifex, a beast bred for close combat and the Venomfex, a creature bred for ranged combat as well as the close assault.

Carnifex (CF)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	4+/4+	3+/4+	6+/5+
Weapon	Range		Firepower	
Choose one option:				
<i>Carnifex (CFC) Option:</i>				
Bio-plasma Ball Attack	(Base Contact)		Assault Weapons	
Scything Talons	(Base Contact)		Assault Weapons	
x2 Monstrous Claws	(Base Contact)		Assault Weapons, Macro-weapon, Extra attacks (+1)	
or:				
<i>Venomfex (CFV) Option:</i>				
Bio-plasma Ball Attack	(Base Contact)		Assault Weapons	
Scything Talons	(Base Contact)		Assault Weapons	
x2 Venom Cannon	30cm		AP5+/AT6+	

Notes: Brood Creature. Fearless. Reinforced armor. Walker.

Exocrine

The Exocrine is undoubtedly the most specialized of all the Tyranid bio-war machines. It has been bred for the express purpose of striking at the foe from long range while more conventional Tyranid constructs close in to attack with tooth and claw. The Exocrine fires high velocity chitin shells that can punch through even Titan armour with shocking ease with the aid of their silicone-based penetrator. Exocrines were once designated by the Magos Biologis as two different creatures, the Exocrine and the Dactylis, but it is now known that the two creatures are simply two species of a common Exocrine Genus.

Exocrine (EO)

(The new Exocrine is a specialized Bio-tank used in a specialized anti-tank role or as an intermediate Bio-arty creature.)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	5+	4+
Weapon	Range		Firepower	
<i>Dacto-exocrine (EOD) Option:</i>				
Scything Talons	(Base Contact)		Assault Weapons	
Cluster Spines	(15mm)		Small Arms	
Super Spore Mines	60cm		2BP, Indirect Fire, Disrupt	
or:				
<i>Lycu-exocrine (EOL) Option:</i>				
Scything Talons	(Base Contact)		Assault Weapons	
Cluster Spines	(15mm)		Small Arms	
Bio-cannons	45cm		MW5+, ignore cover	

Notes: Brood Creature.

Haruspex

The Haruspex is a specially bred bio-war creature used by the Tyranids to close assault enemy forces and rip them apart. Haruspex are well-protected by a thick carapace and have a simple nervous system which makes them notoriously hard to kill. The creature advances at a startling speed with rippling contractions of its body, seeking to close with the enemy as quick as possible. The Magos Biologis classifies the Haruspex as a bio-tank and now realizes that the older bio-war creature once called the Malefactor is simply a subspecies of the Haruspex genus.

Haruspex (HS)

(This is name I'll be using for Tyranid 'Bio-tanks'. The old Haruspex and Malefactor miniatures count as Haruspex from now on.)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	4+	4+
Weapon	Range	Firepower		
x4 Scything Talons	(Base Contact)	Assault Weapons		
Cluster Spines	(15mm)	Small Arms		
Pyro-acidic Spray	20cms	MW5+, ignore cover		

Notes: Brood Creature. Reinforced armor. Thick Rear Armour.

Hierodule

The Scythed Hierodule is a Tyranid creature first sited during the invasion of Hamman's World, an Imperial world close to one of the tendrils of Hive Fleet Kraken. Nothing like it had ever been seen before. During the battles for Hamman's World, the Scythed Hierodule played a major role in the vanguard of Tyranid attacks, leading swarms of lesser Gaunts into battle, especially against strong points and prepared defenses. It is not thought that the Hierodule acts as a focus for Hive Mind activity, or that it is a synapse creature as attacks by Hierodules were always accompanied by the usual Tyranid Warriors and Hive Tyrants.

As well as its claws, the Scythed Hierodule also bears a symbiote creature, which appears to live on the Hierodule's back, growing out between the armour plates. This toxic creature helps defend its host from attack, squirting a jet of mutagenic acid against any enemy that gets too close.

A later subspecies of the Hierodule genus was discovered during the fighting for the planets of the Moran system. Many Scythed Hierodules had been killed during the final days of the battle on Hamman's World as the Imperial defenders learned to bring their heaviest ordinance to bear at maximum range. The Hive Mind had recognized this new weakness, and with dazzling speed had evolved a response.

The Barbed Hierodule (as troops on Moran soon came to know it) had replaced two of its four huge scythe-like claws with massive bio-cannons. The symbiote acid creature was gone and the creature's frontal chitinous armour plates had grown and thickened for extra protection. Given the creature's new battlefield role, it all made chillingly logical sense to the soldiers on the ground. Was the alien Hive Mind learning and adapting faster than anybody thought possible?

Hierodule (HD)

(This is name I'll be using for Tyranid 'super-heavy Bio-tanks.' The model will be based closely on the Forge World Scythed Hierodule. Use the old Trygon miniature for the time being.)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+/3+	3+/4+	5+/4+
Weapon	Range	Firepower		

Choose one option:

Scythed Hierodule (HDS) Option:

x2 Scything Talons	(Base Contact)	Assault Weapons
x2 Monstrous Claws	(Base Contact)	Assault Weapons, Macro-weapon, Extra attacks (+1)
Pyro-acidic Spray	20cms	MW5+, ignore cover

or:

Barbed Hierodule (HDB) Option:

x2 Scything Talons	(Base Contact)	Assault Weapons
Monstrous Claws	(Base Contact)	Assault Weapons, Macro-weapon, Extra attacks (+1)
x2 Bio-cannons	45cm	MW5+, ignore cover

Notes: Damage Capacity 3. Brood Creature. Reinforced armor. Walker.

Critical Hits:

1-5: The Hierodule has taken a critical wound losing vital organs. It suffers an extra point of damage and loses one of its' monstrous claw attacks.

6: The Hierodule is shot through the heart and killed instantly. Any unit in base contact suffers a hit on a roll of 6+ as the Hierodule collapses crushing all under its' massive corpse!

Mycetic Spore Clouds

Mycetic Spore Clouds are used by synapse creatures to increase the sheer numbers of Tyranid creatures that they can spawn. Mycetic Spore Clouds are rendered from the physical and psychic essences of other creatures absorbed by Tyranid Swarms. The highest forms of Tyranids, the Dominatrixes and Norn Queens are thought to require a constant stream of Mycetic Spore Clouds to keep up their unending birthing of warriors, hive ships, and symbiote weapons. It is thought that much of the racial imperative of the Hive Mind is driven by the search for alternative DNAs and alien essences rendered into Mycetic Spore Clouds and used to keep the Hive Mind strong and capable of constant adaptation.

Mycetic Spore Clouds (MSC)					
(Model using cloves, seashells, nuts, seed pods or even 28mm spore mines mounted on bases for the time being.)					
Type	Speed	Armour	Close Combat	Firefight	
Na	na	na	na	na	
Weapon		Range	Firepower		
None		na	na		
Notes: Mycetic Spore Clouds may be used at any time that a Tyranid formation spawns extra units. Place the Mycetic Spore Cloud within 5cm of a unit from the formation. It allows the formation to spawn an extra 1D6 units. A maximum of three Mycetic Spore Clouds may be used each time a formation spawns (i.e. you can't use them to spawn more than +3D6 units.)					

Zoanthrope

Zoanthropes are perhaps the strangest of Tyranid creatures. They are powerful psykers, apparently engineered from harvested Eldar DNA to form living conduits for the focused power of the hive mind. So extreme is their development that their atrophied bodies and bulbous heads are entirely energized by psychic forces. They can move only by psychically levitating themselves, drifting across the battlefield to rain bolts of incandescent power on the enemy or relay the synapse commands of the hive mind to its lesser beasts.

Zoanthrope (ZO)					
Type	Speed	Armour	Close Combat	Firefight	
Infantry	15cm	4+	6+	4+	
Weapon		Range	Firepower		
Warp Blast		30cm	AP4+/AT4+/AA4+		
Notes: Brood Creature.					

A1.00 Appendix One – Tyranid Bio-weapons:

1. **Bio-cannon**
45cm, MW5+, ignore cover
Used by: Exocrine, Harridan, Hierodules, Vituperator
2. **Bio-plasma Ball Attack**
(Base Contact), Assault Weapons
Used by: Carnifex, Gargoyles
3. **Bio-plasmic Breath**
Breath template, MW5+/AA5+, ignore cover
Used by: Dominatrix, Harridan, Hierophant, Hydraphant, Vituperator
4. **Cluster Spines**
(15cm), Small Arms, FF4+
Used by: Dominatrix, Exocrine, Harridan, Haruspex, Hierophant, Hydraphant, Vituperator
5. **Deathspitters**
(15cm), Small Arms, FF5+
Used by: Ravener, Tyranid Warriors
6. **Fleshborers**
(15cm), Small Arms, FF6+
Used by: Gargoyles, Termagants
7. **Fleshhooks**
(Base Contact), Assault Weapons
Used by: Lictor
8. **Gargantuan Claws**
(Base Contact), Assault Weapons, Titan Killer, Extra attacks (+1)
Used by: Dominatrix, Harridan, Hierophant, Hydraphant, Vituperator
9. **Macro Spore Mines**
90cm, 3BP, Indirect Fire, Disrupt
Used by: Expectorator
10. **Monstrous Claws**
(Base Contact), Assault Weapons, Macro-Weapon, Extra attacks (+1)
Used by: Carnifex, Hierodule, Hive Tyrant, Lictor
11. **Pyro-acidic Spray**
20cm, MW5+, ignore cover
Used by: Haruspex, Hierodule
12. **Rending Claws**
(Base Contact), Assault Weapons, Extra attacks (+1)
Used by: Genestealers, Hive Tyrant, Tyranid Warrior
13. **Scything Talons**
(Base Contact), Assault Weapons
Used by: Carnifex, Exocrine, Haruspex, Hormagaunts, Raveners, Tyranid Warriors
14. **Spore Mines**
45cm, 1BP, Indirect Fire, Disrupt
Used by: Biovore
15. **Super Spore Mines**
60cm, 2BP, Indirect Fire, Disrupt
Used by: Exocrine
16. **Tyrant Guard**
(Base Contact), Assault Weapon, Macro-Weapon, Extra Attacks (+1)
Used by: Hive Tyrant
17. **Venom Cannon**
30cm, AP5+/AT6+
Used by: Carnifex, Hive Tyrant, Tyranid Warriors
18. **Warp Blast**
30cm, AP4+/AT4+/AA4+
Used by: Dominatrix, Hydraphant, Zoanthrope

A2.00 Appendix Two – Hard To Find Tyranid Models:

This includes just about all of the Tyranid models GW has ever made, all of Forge Worlds models, and will include details of the Tyranid bio-weapons not included in the Tyranid GT army lists elsewhere.

A2.10 Epic Hive War Miniatures (1996 Original Release for SM-2/TL)			
Miniature Name:	Miniature Part Name:	Part Code:	Counts As:
Biovore	Biovore Blister Code:	8819G	Biovore
Carnifex	Carnifex: Carnifex Blister Code:	76805/1 8819F	Carnifex
Dactylis	Dactylis Body: Dactylis Left Arm: Dactylis Right Arm: Dactylis Blister Code:	76803/1 76803/2 76803/3 8819B	Exocrine
Dominatrix	Dominatrix Blister Code:	8820A	Dominatrix
Exocrine	Exocrine: Exocrine Blister Code:	76808/1 8819A	Exocrine
Harridan	Harridan Blister Code:	8820D	Harridan
Haruspex	Haruspex Body: Haruspex Left Claw: Haruspex Right Claw: Haruspex Mandible: Haruspex Blister Code:	76801/1 76801/2 76801/3 76801/4 8819D	Haruspex (Bio-tank)
Hive Tyrant	Hive Tyrant: Hive Tyrant Blister Code:	76804/1 8820B	Hive Tyrant
Malefactor	Malefactor Body: Malefactor Left Claw: Malefactor Right Claw: Malefactor Blister Code:	76802/1 76802/2 76802/3 8819C	Haruspex (Bio-tank)
Trygon	Trygon Body: Trygon Claws: Trygon Head: Trygon Blister Code:	76506/1 76506/2 76506/3 8820C	Hierodule (Super-heavy Bio-tank)
Zoanthrope	Zoanthrope Body: Zoanthrope Head: Zoanthrope Blister Code:	76807/1 76807/2 8819E	Zoanthrope
Tyranid Hierodule	Hierodule Product Code:	0489	Hierophant (Lesser Bio-titan)
Tyranid Hierophant	Hierophant Product Code:	0488	Hydraphant (Greater Bio-titan)
Gargoyle Genestealer Hormagaunt Lictor Termagant Tyranid Warrior	Tyranid Swarm Product Code: (x5 plastic sprues in a box set) <ul style="list-style-type: none"> • 50 Termagants • 25 Gargoyles • 25 Genestealers • 25 Hormagaunts • 15 Tyranid Warriors (2 types) • 5 Lictors 	0798	Gargoyle Genestealer Hormagaunt Lictor Termagant Tyranid Warrior

A2.20 Epic-40k Miniatures (Epic 3rd Edition – 1998)			
Miniature Name:	Miniature Part Name:	Part Code:	Counts As:
Biovores, Tyranid	Biovore 1: Biovore 2: Biovore 3:	030600602 030600603 030600604	Biovore
Carnifex, Tyranid	Carnifex Head 1: Carnifex Head 2: Carnifex Legs 1: Carnifex Legs 2: Carnifex Head 3: Carnifex Head 4:	030600801 030600802 030600803 030600804 030600805 030600806	Carnifex
Dactylis, Tyranid	Dactylis Body 1: Dactylis Left Arm 1: Dactylis Right Arm 1: Dactylis Body 2: Dactylis Body 3: Dactylis Left Arm 2: Dactylis Right Arm 2: Dactylis Left Arm 3: Dactylis Right Arm 3:	030601001 030601002 030601003 030601004 030601005 030601006 030601007 030601008 030601009	Expectorator
Dominatrix, Tyranid	Dominatrix Left Side: Dominatrix Right Side: Dominatrix Head: Dominatrix Throne: Dominatrix Throne Back:	030600101 030600102 030600103 030600104 030600105	Dominatrix
Exocrine, Tyranid	Exocrine 1: Exocrine 2: Exocrine 3:	030600901 030600902 030600903	Exocrine
Harridan, Tyranid	Harridan Body: Harridan Left Wing: Harridan Right Wing:	030600501 030600502 030600503	Harridan
Haruspex, Tyranid Assault Spawn	Haruspex Body 1: Haruspex Left Arm 1: Haruspex Right Arm 1: Haruspex Jaw 1: Haruspex Body 2: Haruspex Body 3: Haruspex Jaw 2: Haruspex Jaw 3: Haruspex Left Arm 2: Haruspex Left Arm 3: Haruspex Right Arm 2: Haruspex Right Arm 3:	030601301 030601302 030601303 030601304 030601305 030601306 030601307 030601308 030601309 030601310 030601311 030601312	Haruspex (Bio-tank)
Hive Tyrant, Tyranid	Hive Tyrant 1: Hive Tyrant 2: Hive Tyrant 3:	030600201 030600202 030600203	Hive Tyrant
Malefactor, Tyranid Assault Spawn	Malefactor Body 1: Malefactor Left Arm 1: Malefactor Right Arm 1: Malefactor Body 2: Malefactor Left Arm 2: Malefactor Right Arm 2: Malefactor Body 3: Malefactor Left Arm 3: Malefactor Right Arm 3:	030601201 030601202 030601203 030601204 030601205 030601206 030601207 030601208 030601209	Haruspex (Bio-tank)

Trygon	Trygon Head: Trygon Body: Trygon Claws:	030601101 030601102 030601103	Hierodule (Super-heavy Bio-tank)
Zoanthrope	Zoanthrope Body 1: Zoanthrope Head 1: Zoanthrope Body 2: Zoanthrope Head 2: Zoanthrope Head 3: Zoanthrope Head 4: Zoanthrope Body 3:	030600701 030600702 030600703 030600704 030600705 030600706 030600707	Zoanthrope
Tyranid Hierodule	Hierodule Head 1: Hierodule Front Legs: Hierodule Body: Hierodule Right Leg: Hierodule Left Leg: Hierodule Right Cluster Spine: Hierodule Left Bio-Cannon 1: Hierodule Left Bio-Cannon 2: Hierodule Left Razor Claw: Hierodule Right Bio-Cannon: Hierodule Head 2:	030600401 030600402 030600403 030600404 030600405 030600406 030600407 030600408 030600411 030600412 030600413	Hierophant (Lesser Bio-titan)
Tyranid Hierophant	Hierophant Head 2: Hierophant Ripper Tentacles: Hierophant Front Legs: Hierophant Body: Hierophant Left Leg: Hierophant Right Leg: Hierophant Left Bio-Cannon 1: Hierophant Left Bio-Cannon 2: Hierophant Right Razor Claw: Hierophant Head 1: Hierophant Left Razor Claw: Hierophant Right Bio-Cannon:	030600301 030600302 030600303 030600304 030600305 030600306 030600307 030600308 030600309 030600310 030600311 030600312	Hydraphant (Greater Bio-titan)
Gargoyle Genestealer Hormagaunt Lictor Termagant Tyranid Warrior	Tyranid Swarm: (x2 plastic sprues in a box set) <ul style="list-style-type: none"> • 20 Termagants • 10 Gargoyles • 10 Genestealers • 10 Hormagaunts • 6 Tyranid Warriors (2 types) • 2 Lictors 	99380306001 (single sprue)	Gargoyle Genestealer Hormagaunt Lictor Termagant Tyranid Warrior

A2.30 Forgeworld Tyranid Miniatures (2004)

Miniature Name:	Miniature Product Code:	Counts As:
Forgeworld Harridan	SG-EPC-F-008	Harridan

A3.00 Appendix Three – Credits & Inspiration:

A3.10 Chief Game Designer:

Jervis Johnson

A3.15 Tyranid Champion and Army List Director:

Maksim-Smelchak

A3.20 Background and Unit Descriptions:

Andy Chambers, Warwick Kinrade and Maksim-Smelchak

A3.25 Playtesting, Suggestions and Invaluable Advice:

Special thanks belong to the following individuals: Trent Bartlem, Zac “Pixelgeek” Belado, Bill the “Bobder,” A.E. Brain, Cartic, Daniel “Dafrca” Casquilho, Cobalt, ColDark, Dogwhelk, Dysartes, Audrey “Wraeththu” Ewing, Freshmetal, Grimshawl, Loz Hensel, Neal Hunt, Iblisdrax, Jai, Jaldon, Justiniel, Simon Kind, GJ Lane, Nicolas "Entomogant" Lange, Larry Irish “Hive Fleet Typhon,” MarkCoNZ, Math Mathonwy, Aaron McKinley, Nathan “N0-1_H3r3” Dowdell, Pete-the-Wargamer, Reaversbane, Eric “Chern” Royer, Scootare, Chuck Smith, Stormseer, Joeli "Cresistauead" Takala, Tepoc, Vanvlak, James the “Wargame_Insomniac,” Iain “Cybershadow” Werry, Patrick “Warphead” Zimmerling and all the members of the official Epic Tyranid Playtesters and Epicomms Internet forums.

A3.30 Special Thanks To:

Diana Zeiger and the Gresser / Zeiger family!

A3.35 Champion’s Note:

Like so many of us, I have been a fan of Jervis Johnson’s Epic game series for well over a decade and closer to two. And having been a fan so long, it has been my honor to be credited in the Epic-Armageddon rulebook and also to be put in charge of the Epic-Armageddon Tyranid project. I have really enjoyed interacting with so many Epic fans from around the world (in Israel, USA, UK, Australia, Canada, Czech Republic, Denmark, Finland, France, Germany, Italy, Malta, Mexico, Netherlands, New Zealand, Poland, Sweden and so many other places!) and the chance to be a creative part of the game I enjoy so much.

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- Hydraphant (HY)
- Lictors (LC)

T3.30 Common Brood Creature Units

- Gargoyles (GY)
- Hormagaunts (HG)
- Ravener (RV)
- Termagants (TG)

T3.40 Uncommon Brood Creature Units

- Biovore (BV)
- Carnifex (CF)
- Exocrine (EO)
- Haruspex (HS)
- Hierodule (HD)
- Mycetic Spore Clouds (MSC)
- Zoanthrope (ZO)

A1.00 Appendix One – Tyranid Bio-weapons:

- Bio-cannon
- Bio-plasma Ball Attack
- Bio-plasmic Breath
- Cluster Spines
- Deathspitters
- Fleshborers
- Fleshhooks
- Gargantuan Claws
- Macro Spore Mines
- Monstrous Claws
- Pyro-acidic Spray
- Rending Claws
- Scything Talons
- Spore Mines
- Super Spore Mines
- Tyrant Guard
- Venom Cannon
- Warp Blast

A2.00 Appendix Two – Hard To Find Tyranid Models:

- A2.10 Epic Hive War Miniatures (1996 Original Release for SM-2/TL)
- A2.20 Epic-40k Miniatures (Epic 3rd Edition – 1998)
- A2.30 Forgeworld Tyranid Miniatures (2004)

A3.00 Appendix Three – Credits & Inspiration:

- A3.10 Chief Game Designer:
- A3.15 Tyranid Champion and Army List Director:
- A3.20 Background and Unit Descriptions:
- A3.25 Playtesting, Suggestions and Invaluable Advice:
- A3.30 Special Thanks To:
- A3.35 Champion's Note: