VALSARAK INCURSION PHASE III 'ATTACK' TYRANID ARMY LIST V2.0

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(This list makes use of the Phase IV "Subdual" Tyranid Army List v9.2.1 rules located here:
http://www.tacticalwargames.net/forums/index.cgi?act=ST;f=21;t=15112;r=1)

Phase III 'Attack' Tyranid armies have a strategy rating of 3. Phase III 'Attack' Tyranid army Brood Swarms have an initiative rating of 3+, all other swarms have an initiative rating of 2+. The "Relentless" special rule applies to all Tyranid formations. All Synapse Swarms benefit from the "Expendable" special rule. All other Tyranid rules apply normally.

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

Independent Swarm	Units	Upgrades	Cost
Gargoyle Swarm	Six Gargoyles	Add 0-6 Gargoyles +25 points each	150 points
Genestealer Swarm	Six Genestealer units	Add 0-3 Genesteaers +25 points each Add 0-1 Broodlord for +50 points	150 points
Harrassment Swarm	One Harridan	Add 0-9 Gargoyles +25 points each	175 points
Lictor Swarm	Four Lictor units	Add 0-3 Lictors for +50 points each	200 points each

TYRANID SYNAPSE SWARMS
Synapse Swarms are created by selecting Synapse Groups and then assigning Brood creatures to them at the start of the game. After purchase, Brood Groups may be split between different Synapse Groups or 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	Upgrades	Cost
Assault Group	Three Tyranid Warriors	Replace one Tyranid Warrior with a Hive Tyrant for +50 points Add 0-3 Tyranid Warriors for +50 points each Add 0-3 Zoanthropes for +35 points each	125 points
Attack Group	One Hive Tyrant	Add 0-1 Hive Tyrant +100 points Add 0-3 Zoanthropes for +35 points each	100 points
Strike Group	One Vituperator Bio-Titan	Add 0-3 Zoanthropes for +35 points each	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
Gaunt Cluster	Four Hormagaunt and/or Termagants units in any combination	75 points

UNCOMMON BROOD GROUPS
You may purchase one Uncommon Brood Group per two Common Brood Groups in the army

Brood Group	Units	Cost
Bio-Artillery Cluster	Five Biovore units	150 points
Carnifex Cluster	Three Carnifex units	100 points
Ravener Cluster	Four Ravener units	125 points

TYRANID BROOD SWARMS
(You may include up to two Brood Swarms in your army for each Synapse Swarm included.)

Brood Swarm	Units	Upgrades	Cost
Gaunt Swarm	Eight Hormagaunt and/or Termagants units in any combination	Add 0-8 Hormagaunt and/or Termagants units in any combination for +20 points each Add 0-6 Gargoyles for +25 points each	150 points

TYRANID SPACECRAFT AND SUPPORT
(Up to 1/4 of the army's points may be spent on Spacecraft and Support)

Spacecraft and Support	Units	Cost
0-1 Hive Mind Link	1 Hive Mind Link character upgrade	100 points
0-1 Hive Ship	1 Hive Ship	300 points
Mycetic Spore Pods	Enough Mycetic Spore Pods to carry a full swarm	5 points per unit (WE count starting DC)

Spacecraft and Support

HIVE MIND LINK

Type	Speed	Armour	Close Combat	Firefight
CH	-	-	-	-
Weapons	**Range**		**Firepower**	**Notes**
none	-		-	-

Notes: *Character, Inspiring, Invulnerable Save, Supreme Commander.* The Hive Mind Link may be added to a single Synapse creature in the army. If the unit the Hive Mind Link is placed on is destroyed, all Synapse Swarms in the army receive 1 Blast marker.

HIVE SHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapons	**Range**		**Firepower**	**Notes**
Orbital Bombardment	n/a		6BP	MW
Pin-point Attack	n/a		MW2+	TK(D3)

Notes: *Transport (May transport up to 60 Tyranid units, <u>plus</u> enough Mycetic Spore Pods to carry any units onboard. AVs, LVs take up two spaces while WE take up 2 spaces per starting DC), during the turn the Hive Ship arrives all Synapse Groups may use an additional d3 Spawn Points when spawning in the End Phase.*

MYCETIC SPORE POD

Type	Speed	Armour	Close Combat	Firefight
AV	Immobile	5+	-	-
Weapons	**Range**		**Firepower**	**Notes**
Acidic Spore Burst	15cm		AP5+/AT6+	Disrupt, Ignore Cover

Notes: *Planetfall, Transport (may carry one swarm). After the Spore Pod lands, its Acidic Spore Burst attacks all enemy units within 15cms. Each enemy formation attacked receives a Blast marker for coming under fire, and Blast markers for each casualty as normal. Then any unit carried in the Spore Pod must disembark within 5cms of the Spore Pod or within 5cms of another unit from the same swarm that has already landed, so long as all units are placed within 15cms of the Spore Pod. Once all units have been placed, the Spore Pod is removed.*

Design Concept: In reality, each Tyranid unit in the swarm will be carried in a separate spore pod. The spore pods are all launched together in a tight pattern so that they land near to each other. Each such drop of spore pods will be accompanied by acidic and viral spore pods, which are launched slightly ahead of the transport pods and which splash and infect enemy units in the landing area. The special rule above captures this well, without requiring players to use lots of spore pod models.

Special Rule - A1.1.1 Brood Swarms

Early in a Tyranid invasion massive swarms of Brood creatures are thrown against the enemy in an attempt to wear down their resistance. Without the guidance of nearby Synapse creatures, these swarms soon revert to animalistic tendencies.

Brood swarms normally have an initiative rating of 3+; if any Synapse creatures are within 15cm of <u>any</u> unit in the Brood swarm, they gain a +1 to their initiative tests that is cumulative with the bonus given from the Relentless special rule. Additionally, when rallying or regrouping, a Brood swarm may remove one extra Blast marker for each Synapse creature within 15cm of <u>any</u> unit in the Brood swarm.

Finally, Brood Swarms cannot claim or contest objectives.