

0.0 Introduction

0.1 Hamman's World Phase IV 'Subdual' Tyranid Army List v9.2.1

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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:

Phase I Discovery:	Warp Drones discover a planet suitable for invasion.
Phase II Approach:	The Hive fleet arrives and invests the planet.
Phase III Attack:	The Tyranid invasion is begun as mycetic spores insert assault swarms.
Phase IV Subdual:	The Tyranid main force crushes all resistance.
Phase V Consumption:	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 swarms (formations) are divided into two basic types: Independent Swarms and Synapse Swarms. Independent Swarms have some measure of autonomy, often ranging far ahead of the main swarms to hunt for prey. Independent swarms are organised into fixed formations, just like non-Tyranid formations. Instead of fixed formations, Brood and Synapse creatures are combined to form a "fluid" 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, Brood units must be placed within control range (15cm) of a Synapse creature from the swarm's Synapse Group. Brood units may also be held in reserve. During the Action Phase, a Synapse Swarm is treated like a normal formation.

In the End Phase, after rallying and spawning (see below), Synapse Swarms are reorganized. Unless part of an Independent Swarm, Brood creatures out of control range are removed and any 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 the Tyranid player may choose which one they join. Note that Blast markers and broken status stay with Synapse Groups, not with any Brood creatures that change swarms; a swarm that has Blast markers equal to, or more than, units after reorganization immediately breaks.

Relentless: *The Hive Mind is eager to overwhelm and consume prey, attempting to devour all who stand before it; even damaged swarms can rapidly reorganize and leap back into the fray.*

To represent this, Tyranid swarms gain a +2 modifier to their initiative rolls when taking Engage actions or making Rally tests.

Expendable: *The Hive Mind thinks no more of expending lesser creatures in battle than most commanders consider expending ammunition.*

Swarms that include at least one Synapse unit don't receive Blast markers for Brood units that are killed; this includes special effects which create Blast Markers when the unit is targeted. Unless otherwise noted, expendable units DO count as casualties for the purposes of assault resolution (EA1.12.7).

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.

Mobility: *Unlike the clanking machines of other races, all Tyranid equipment is alive and aware, though some at only the most rudimentary of levels. This allows them incredible control and agility compared to the manoeuvrability of tracked or even walking and skimming vehicles.*

Tyranid armoured vehicles and war engines never have to take dangerous terrain tests for moving through normal terrain, while Tyranid light vehicle units may move through terrain as if they were infantry.

Fortification terrain features, such as minefields or razorwire, and special terrain features, such as lava flows, affect Tyranids normally.

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 Brood creatures to return to play. After a Synapse Swarm regroups or takes a rally roll, it may attempt to spawn. Each Synapse Swarm rolls 2D3 modifying the number of dice rolled using the list below.

Synapse Swarm contains a Dominatrix	+1D3
Any unit of the swarm is within 30cm of the enemy	-1D3
Synapse swarm is taking a Hold action	-1D3
Synapse swarm is currently broken	-1D3

The total rolled is the number of spawning points available for that specific swarm (anything less than zero is treated as zero). Any dead Brood creatures may then be added to the swarm using these costs:

Infantry Unit	1 Spawning Point
Light Vehicle Unit	2 Spawning Points
Armoured Vehicle Unit	3 Spawning Points
War Engine Unit	3 Spawning Points/1DC

All spawned units must be placed within 5cm of a Synapse creature from the swarm spawning them, joining the swarm even if they were not originally part of it. Returned units may not be placed in the zone of control of enemy models or in impassable terrain. Not all spawn points must be used and any extras are discarded. Adding creatures to an already broken swarm will not change its broken status and it must be rallied normally. A swarm is not required to spawn.

Special Rule – Tunnellers (Reprinted from the Epic Rulebook)

This special rule can be used for tunnellers if they are included in a scenario. Tunnellers are set up on their own table edge before the battle starts, at the same time that spacecraft are deployed (see 4.0). Any units transported in the tunneller are kept off table until it appears. Write down the location where the tunneller will surface at the same time and in the same manner that you record the co-ordinates of a drop zone (see 4.3.3). You must also secretly record when the tunneller will surface. If it is going to appear in your half of the table it may arrive from the second turn onwards. If it is going to appear in the opposing half of the table, it may arrive from turn three onwards. Set up the tunneller at the start of the stated turn. It and any units being transported may take an action on the turn they appear.

T1.1.6 Tyranid Units

Synapse Creatures

DOMINATRIX BIO-TITAN				
Type	Speed	Armour	Close Combat	Firefight
WE	20cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Energy Pulse	30cm (15cm)	AP4+/AT4+/AA5+	Small Arms	Extra Attacks (+1), MW
Dorsal Bio-Cannon	45cm	2 x AP3+/AT4+	4BP	Fixed Forward
Bio-Plasma Breath	15cm	4BP	Assault Weapons	MW, Forward Arc
Gargantuan Claws	(Base Contact)	Assault Weapons	Assault Weapons	Extra Attacks (+2), TK(D3)

Notes: *DC8, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Supreme Commander, Synapse.* May step over units and impassable terrain that are 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.

HIVE TYRANT				
Type	Speed	Armour	Close Combat	Firefight
AV	15cm (25cm)	4+ (5+)	3+	5+
Weapons	Range	Firepower	Notes	
Venom Cannon	30cm	AP5+/AT6+	Assault Weapons	Extra Attacks (+1), MW
Scything Talons	(Base Contact)	Assault Weapons	Assault Weapons	Extra Attacks (+1), MW

Notes: *Commander, Leader, Fearless, Reinforced Armour, Synapse.*
 (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				
<i>A large Tyranid infection that sinks its roots into the very planet.</i>				
Type	Speed	Armour	Close Combat	Firefight
WE	0cm	4+	6+	6+
Weapons	Range	Firepower	Notes	
Ripper Swarms	(15cm)	Small Arms	Assault Weapon	
	and (Base Contact)	Assault Weapon	Assault Weapon	

Notes: *DC4, Fearless, Leader, Reinforced Armour, Thick Rear Armour, Synapse*

Critical Hit: The Synapse Node collapses in on itself and dies.

TYRANID WARRIOR				
Type	Speed	Armour	Close Combat	Firefight
LV	20cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Venom Cannon	30cm	AP5+/AT6+	Small Arms	
Deathspitters	(15cm)	Small Arms	Assault Weapons	Extra Attacks (+1)
Slashing Claws	(Base Contact)	Assault Weapons	Assault Weapons	Extra Attacks (+1)

Notes: *Fearless, Synapse.*

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

Notes: *Leader, Reinforced Armour, Synapse.* 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.

VITUPERATOR BIO-TITAN				
<i>Larger "flying" Tyranid creature</i>				
Type	Speed	Armour	Close Combat	Firefight
WE	25cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
Spore Pods	15cm	4BP	Assault Weapon	Disrupt, Fixed Forward
Massive Claws	(Base Contact)	Assault Weapon	Assault Weapon	Extra Attacks (+2), TK(1)

Notes: *DC6, Commander, Leader, Fearless, Planetfall, Reinforced Armour, Skimmer, Synapse, Transport (Nine of the following units: Gargoyles, Termagants, Hormagaunts, Raveners, Hive Tyrants, Tyranid Warriors, Zoanthropes).*

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.

Lesser 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: <i>Brood</i>				

BRODLORD				
Type	Speed	Armour	Close Combat	Firefight
CH	-	-	-	-
Weapons	Range	Firepower	Notes	
Rending Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1), Sniper	
Notes: <i>Character, Leader, Inspiring, Invulnerable Save.</i>				

CARNIFEX (Screamer-Killer phenotype)				
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: <i>Brood, Fearless</i>				

DACTYLIS				
Type	Speed	Armour	Close Combat	Firefight
AV	20cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Bile Pods	45cm	1BP	Disrupt, Indirect Fire	
Spore Cysts	(15cm)	Small Arms		
Notes: <i>Brood</i>				

EXOCRINE				
Type	Speed	Armour	Close Combat	Firefight
AV	20cm	4+	5+	5+
Weapons	Range	Firepower	Notes	
Bio-Cannon	45cm	2 x AP4+/AT5+		
Spore Cysts	(15cm)	Small Arms		
Notes: <i>Brood</i>				

GAUNTS HORMAGAUNT				
Type	Speed	Armour	Close Combat	Firefight
Inf	20cm	none	5+	none
Weapons	Range	Firepower	Notes	
Slashing Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1)	
Notes: <i>Brood, Infiltrator. Gaunt casualties count as half, rounded down, for combat resolution.</i>				

TERMAGANT				
Type	Speed	Armour	Close Combat	Firefight
Inf	20cm	none	6+	5+
Weapons	Range	Firepower	Notes	
Fleshborer	(15cm)	Small Arms		
Notes: <i>Brood. Gaunt casualties count as half, rounded down, for combat resolution.</i>				

GARGOYLE				
Type	Speed	Armour	Close Combat	Firefight
Inf	30cm	none	6+	5+
Weapons	Range	Firepower	Notes	
Fleshborer	(15cm)	Small Arms		
Bio-Plasma Attack	Base Contact	Assault Weapon		
Swarm Strike	15cm	AA6+		
Notes: <i>Brood, Jump Pack</i>				

GENESTEALER				
Type	Speed	Armour	Close Combat	Firefight
Inf	20cm	6+	4+	none
Weapons	Range	Firepower	Notes	
Slashing Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1)	
Notes: <i>First Strike, Infiltrator, Scout.</i>				

LICTOR				
Type	Speed	Armour	Close Combat	Firefight
LV	15cm	5+	3+	none
Weapons	Range	Firepower	Notes	
Rending Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1), Sniper	
Notes: <i>First Strike, Infiltrator, Invulnerable Save, Scout, Teleport. Lictors may contest, but not bold objectives.</i>				

HARRIDAN

A large, slow-flying Tyranid creature.

Type	Speed	Armour	Close Combat	Firefight
WE	35cm	5+	4+	5+
Weapons	Range	Firepower	Notes	
Twin Bio-Cannons	45cm	2 x AP3+ AT4+	Fixed Forward	
Crushing Claws	Base Contact	Assault Weapons	Extra Attacks (+2), MW	

Notes: DC4, Fearless, Leader, Reinforced Armour, Skimmer, 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.

HARUSPEX

Type	Speed	Armour	Close Combat	Firefight
AV	25cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Crushing Claws	Base Contact	Assault Weapons	Extra Attacks (+2), MW	
Spore Cysts	(15cm)	Small Arms		

Notes: Brood, Reinforced Armour

HIERODULE, BARBED

Type	Speed	Armour	Close Combat	Firefight
WE	20cm	4+	4+	5+
Weapons	Range	Firepower	Notes	
Twin Bio-Cannon	45cm	2 xAP3+/AT4+	Forward Arc	
Scything Talons	(Base Contact)	Assault Weapon	Extra Attacks +1, MW	

Notes: DC3, Brood, Reinforced Armour

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, Brood, Reinforced Armour

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

MEIOTIC SPORE SACK

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

Notes: Skimmer. Cannot march. Meiotic Spore Sacks may contest, but not hold objectives.

MALEFACTOR

Type	Speed	Armour	Close Combat	Firefight
AV	25cm	5+	5+	4+
Weapons	Range	Firepower	Notes	
Frag Spines	15cm	2xAP4+		
	and (15cm)	Small Arms	Extra Attacks (+1)	

Notes: Brood, Reinforced Armour

RAVENER

Type	Speed	Armour	Close Combat	Firefight
LV	20cm	5+	3+	5+
Weapons	Range	Firepower	Notes	
Deathspitters	(15cm)	Small Arms		
Slashing Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1)	

Notes: Brood, Infiltrator, Tunneller

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, Brood, Invulnerable Save, Tunneller

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

Bio-Titans

HIEROPHANT BIO-TITAN

A smaller "scout" Bio-Titan.

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

Notes: *DC6, Fearless, Inspiring, Invulnerable Save, Reinforced Armour.* May step over units and impassable terrain that are 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 BIO-TITAN

A larger Bio-Titan.

Type	Speed	Armour	Close Combat	Firefight
WE	20cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Bio-Plasma Breath	15cm	4BP	MW, 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: *DC8, Fearless, Inspiring, Invulnerable save, Reinforced Armour.* May step over units and impassable terrain that are 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.

Design Concept – *Tyranid War Engines*

Tyranid war engines, often called Bio-Titans, are tough and notoriously difficult to kill. Earlier version of EPIC often granted them "regeneration" abilities to reflect this.

This version of the EPIC rules tries to represent this ability by giving them invulnerable saves, reinforced armour, and larger Damage Capacities than similar sized war engines of other races. All these abilities embody the terrible, living power of the Tyranid's greatest bio-constructs.

2.0 Painting and Modelling

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

Design Concept – *Tyranids as Light Vehicles*

Some Tyranid units represent relatively large creatures that, despite their size, do not quite meet the definition of Armoured Vehicles; they are often targeted by massed Heavy Bolter fire in addition to well-placed Lascannon shots. Classified as Light Vehicles, these creatures are, in essence, "Heavy Infantry" and are usually modelled as stands of 1-3 models per unit, instead of the single model for standard Light Vehicles, with two models per base being typical.

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 and options 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 purchased, it is unnecessary to keep track of specific Brood Groups. All 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 when spawning. Note that individual Brood creatures are spawned, not full Brood Groups.

No more than one third of the army's points may be spent on Bio-Titan units.

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. This 'alien outlook' requires some changes in the way that Tournament Victory Conditions are treated by the Tyranid army.

Objectives

Only Independent Swarms and Synapse units (not Brood units) may 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, broken 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, broken Brood Groups are not considered.)

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" special rule applies to all Tyranid formations. All Synapse Swarms benefit from the "Expendable" special rule. No more than one third of the army's points may be spent on Bio-Titan units.

TYRANID INDEPENDENT SWARMS

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

Independent Swarm	Units	Upgrades	Cost
Aerial Spore Mine Swarm	Six Meiotic Spore Sacks	Add 0-3 Meiotic Spore Sacks for +25 points each	150 points
Bio-Titan Swarm	One Hierophant Bio-Titan unit	None	275 points
	or One Hydraphant Bio-Titan unit		400 points
Genestealer Swarm	Six Genestealer units	Add 0-3 Genestealers +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
0-2 Lictor Swarms	Three Lictor units	Add 0-3 Lictors for +50 points each	150 points each
Subterranean Swarm	Six Ravener units	Add 0-3 Ravens for +35 points each	200 points
		Add 0-2 Trygons for + 100 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. Brood creatures 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	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
0-1 Hive Group	One Dominatrix Bio-Titan	Add 0-3 Zoanthropes for +35 points each	475 points
Infestation Group	One Synapse Node	Add 0-3 Zoanthropes for +35 points each	125 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
Ravener Cluster	Four Ravener units	125 points

UNCOMMON BROOD GROUPS

You may purchase one Uncommon Brood Group for every two Common Brood Groups included 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 Hierodule	125 points
Trygon Cluster	One Trygon	100 points