

EPIC LEVIATHAN



TYRANID SPECIAL RULES:

T1.01 - RELENTLESS

The Hive Mind is eager to devour all that stands in its path, and keeps a firm hold upon its constituent creatures through Synapse nexuses. If a canny enemy manages to kill enough Synapse creatures, the Hive Mind's control over its formations will start to become more tenuous, as its creatures begin to revert to their more animalistic instincts.

Tyranid formations gain a +2 modifier to dice rolls when taking Engage, March, Marshall or Rally tests.

Tyranid formations have variable Initiative ratings depending on what units are included in the formation:

Initiative 1+ — Any formation that includes a Hierophant with the Dominatrix symbiote upgrade.

Initiative 2+ — Any formation that includes at least one unit with the *Synapse* special ability, or any Genestealer, Lictor, Hierophant or Harridan unit.

Initiative 4+ — Any formation that includes at least one Tyranid unit not listed here.

Initiative 5+ — Any formation that only includes Termagant or Hormagaunt units.

For example, a Tyranid formation with one Genestealer unit (Initiative rating 2+) that is broken and attempting to Rally within 30cm of the enemy will receive the following modifiers to the dice roll:

- +2 for attempting to rally.
- -2 for being broken.
- -1 for attempting to rally within 30cm of the enemy.

The Genestealer formation will therefore rally on a roll of a 3+

T1.02 - DISPOSABLE

The Hive Mind barely notices the loss of lesser creatures within its swarms, and is willing to sacrifice them without compunction.

Units with the *Disposable* ability do not generate blast markers when killed, when hit by weapons with the *Disrupt* ability. The *Crossfire* rule does not apply an extra blast marker onto the formation if only *Disposable* units are hit.

T1.03 - MOBILITY

Tyranid creatures have unmatched dexterity and are able to clamber easily over even the roughest terrain.

Tyranid War Engines never take dangerous terrain tests for moving through or into terrain. In addition Tyranid Light Vehicles and Armoured Vehicles move through terrain as if they were Infantry.

Fortification features such as razor wire or minefields, and special terrain features such as lava flows affect Tyranid units normally.

T1.04 - SPAWNING

For every Tyranid creature killed, another is sure to be skulking around the battlefield, awaiting its chance to join the swarm and attack.

Spawning allows Brood creatures to return to play after having been removed from play earlier in the battle.

After a formation containing units with the *Synapse* ability has regrouped or rallied, it may attempt to Spawn. Each eligible formation may then add back units that have been removed from play using the following method:

- Find the amount of Spawning available to the formation by totalling the *Synapse* (x) values available to the formation. For example a Hive Tyrant has the *Synapse* (3) ability, and so generates 3 spawning points. A formation with two Hive Tyrants therefore generates 6 Spawning points.
- Units that have been removed from play may then be added to the formation, by using the *Brood* (x) ratings of eligible units. For example Termagant units have the *Brood* (1) ability, and so cost 1 Spawning Point each to be returned to the game.
- All units being Spawned must be placed within 5cm of a unit with the *Synapse* ability when returned to play.
- If a Tyranid Formation is within 30cm of an enemy Formation when spawning, halve the Spawning points available to the formation.
- Excess Spawning points may be electively not used.

HIVE TYRANT

Hive Tyrants are a common Tyranid leader genus, the with the size and power of a tank but also with enough cunning intellect to make for a formidable tactician.

Hive Tyrants tend not to risk themselves in direct battle, but instead surround themselves with hordes of lesser Tyranid creatures, commanding them through psychic means ; Opponents of the Tyranids soon learn to target Hive Tyrants above all other target types if possible, as the loss of Hive Tyrants tends to disproportionately disrupt Hive Mind control

over the local area.

Hive Tyrants have been observed bearing a multitude of weapon symbiotes, however by far the most commonly observed limb configuration is a combination of lash whip, bone sword and venom cannon. This armament appears to afford the Hive Tyrant a balanced combination of ranged, close combat and psychic abilities and has consequentially risen to prominence amongst the rapidly mutating Tyranid swarms.

HIVE TYRANT

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

Weapon	Range	Firepower	Notes
Bonesword	(Base Contact)	Assault Weapon	Extra Attacks (+1), Macro-Weapon

Venom Cannon 30cm AP5+ / AT6+

Notes: Commander, Fearless, Reinforced Armour, Invulnerable Save, Synapse (+3)



TYRANT GUARD

Tyrant Guards appear to have the least amount of brain matter of any commonly encountered Tyranid bio form. They will never stray more than a few paces from their Tyrant master, and are often seen exactly matching its ticks and twitches, almost as if directly connected to the Hive Tyrant it is attending. It seems likely that Tyrant Guards are little more than biological puppets slaved to the Hive Tyrant's brain.

There are good reasons to believe that the Tyrant Guard genus only began to appear amongst the Hive Fleets swarms after the Tyranid conflict with Space Marines of the Ultramarines Chapter during the Battle for Macragge. This coincidence is likely more than pure happenstance, as the Tyrant Guard's exceptionally resilient physique at the least lends strong credence to the theory that the Tyrant Guard genus was created with the use of Astartes DNA.

TYRANT GUARD

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-

Weapon	Range	Firepower	Notes
Talons	(Base Contact)	Assault Weapon	

Notes: Fearless, Reinforced Armour, Disposable. If the Tyrant Guard is within 5cm of a Hive Tyrant that is killed in a round of shooting, as long as the Tyrant Guard unit survives the round of shooting, the Tyrant Guard unit may be removed instead of the Hive Tyrant.



WINGED HIVE TYRANT

The first confirmed observation of a Hive Tyrant with wings capable of supporting it in flight were taken by Space Marines of the Red Scorpions Chapter during the incident on Beta Anphellion IV.

Tyranids from several different Hive Fleets had been captured and taken to Anphellion IV to be bred as experimental

subjects behind protective fences.

However, the nascent Hive Mind upon Anphellion IV displayed surprising adaptability and invested heavily in the rearing of Tyranids with the ability to climb over or dig under the containment fences.

Winged Tyrants typically lack the armoured protection of their land-bound relatives, but make up for that lack in speed.

WINGED HIVE TYRANT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	3+	-

Weapon	Range	Firepower	Notes
2x Scything Talons	(Base Contact)	Assault Weapon	Extra Attacks (+1), Macro-Weapon

Notes: Commander, Fearless, Invulnerable Save, Synapse (+3), Jump Pack.



MALANTHROPE

Malanthropes are normally only seen in the later stages of a Tyranid attack. Hovering low over the ground, Malanthropes pick their way across the corpse-strewn landscapes, stopping everywhere the battle was fiercest to ingest the torn bodies of their opponents.

It is theorised that this behaviour is part of a selective genetic screening method undertaken by all Hive Fleets, and that it is from the Malanthrope's grisly meals that new Tyranid bio-morph adaptations are evolved.

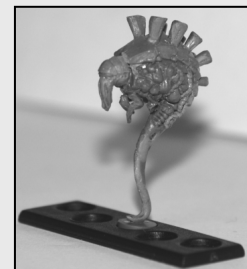
Malanthropes themselves do not display much evolutionary diversity, as it is presumably already perfectly adapted to its role within the larger Tyranid organism.

If they are seen in battle, Malanthropes generally stick to the periphery of the fighting until they can sweep in to consume the freshest kills, but if caught in combat Malanthropes will lash out with their poisonous grappling talons, instantly killing even the largest of biological opponents.

MALANTHROPE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Poisoned Talons	(Base Contact)	Assault Weapon	Extra Attacks (+1), Sniper	
Ripper Swarm	(15cm) and (Base contact)	Small Arms Assault Weapon	Extra Attacks (+1), Ignores Cover Extra Attacks (+1), Ignores Cover	

Notes: Commander, Fearless, Reinforced Armour, Invulnerable Save, Synapse (+3), Jump Pack



TYRANID WARRIORS

Tyranid Warriors are the most common, and also the smallest, Synapse caste Tyranids. As such, they also tend to be more numerous than other Synapse creatures.

Some earlier stage Tyranid invasions are even composed entirely of Warriors and Gaunt class creatures, which swarm in great tides over battlefields as an unstoppable living carpet

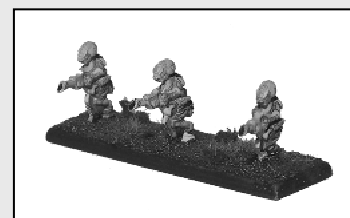
of infantry-sized Xenos.

With many Tyranid attacks, an effective counter-measure is to target the larger creatures, safe in the knowledge that many of these will be in Synapse control of the swarm and that their destruction will help discoordinate the assault. However, Tyranid Warriors are small enough to hide amongst the rest of the swarm, making this tactic difficult if not impossible to use.

TYRANID WARRIORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Rending Claws	(Base Contact)	Assault Weapon	Extra Attacks (+1)	
Venom Cannon	30cm	AP5+ / AT6+		

Notes: Fearless, Synapse (+1)



SYNAPSE SYMBIOTE & DOMINATRIX SYMBIOTE

Most of the very largest Tyranid bio-titans have small internal Synapse links, which are intelligent enough to provide the host creature with a measure of autonomy, meaning it can range across the battlefield without a nearby Synapse creature to control it.

However, some of these autonomous bio-titans possess

greater Synapse growths, which grow on the outside of the creature's chitin as a parasite.

Not only will this parasite control its host creature directly, but it will also take command of other nearby Tyranid brood creatures in a similar manner to a Hive Tyrant or Tyranid Warrior ; The sight of a striding bio-titan is terrifying enough, but to see hundreds of scuttling creatures around it all heading purposefully in the same direction is even worse.

SYNAPSE SYMBIOTE & DOMINATRIX SYMBIOTE

Type	Speed	Armour	Close Combat	Firefight
Character	—	—	—	—
Weapon	Range	Firepower	Notes	
Psychic Onslaught	(15cm)	Small Arms	Extra Attacks (+1), Macro Weapon	

Notes: Synapse (+3). (*A Dominatrix Symbiote also has: Supreme Commander*)

Prototype
In concept stage

TERMAGANTS

Termagants are one of the most common classes of Tyranid bio-form in most Tyranid attacks, and also amongst the physically smallest. Even though it has a relatively diminutive stature, it is still roughly human sized, and equipped with a fleshborer weapon-symbiote it is a considerable threat to infantry and light vehicles, its weapon discharge splattering enemies with living grubs, which burrow under armour plates and dissolve the flesh beneath with their acidic saliva.

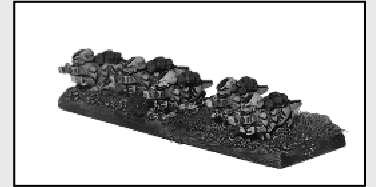
Termagants are highly numerous amongst Tyranid swarms. Often attack waves will include hundreds, if not thousands of Termagants. Enemies which could under normal circumstances deal with a massed attack will simply be swamped, for few armies can deal with the kind of tactics that Termagant swarms employ, their numbers are in excess of any other army, and their relentless ferocity is unmatched.

As long as a Termagant swarm retains its Synapse creatures to command it, tools or tactics capable of stopping the onrushing swarm are few indeed.

TERMAGANTS

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	—	6+	5+
Weapon	Range	Firepower	Notes	
Fleshborer	(15cm)	Small Arms		

Notes: Disposable, Brood (1)



HORMAGAUNTS

Hormagaunts embody the Tyranid way of war in its purest and least compromising form. Tactics, restraint, caution, all are set aside as the Hormagaunt swarms charge headlong towards the enemy at a sustained pace few other living beings can manage.

As the swarm crashes home against the enemy lines, thousands of pairs of scything talons flash out, carving and slicing with unbridled fury.

The Hormagaunts do not care how many of their number are lost in their headlong charges, or even if their charge succeeds at all. All that concerns a Hormagaunt is the instinctual need to close with the enemy as rapidly as possible and tear them asunder.

Some Tyranid Hive fleets specialise in breeding Hormagaunt broods almost to the exclusion of all else, and their armies are a terrible sight to behold. The last thing an opponent will see is a living tide of claws and teeth that stretches for dozens of miles in every direction, to the horizon and beyond.

HORMAGAUNTS

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

Notes: Disposable, Brood (1), Infiltrator



GARGOYLES

When a Tyranid attack is imminent, it is often presaged by the distant sight of dark drifting clouds. As the clouds shift and reform, coming ever closer, the horrible truth is revealed, that what may have appeared as a natural phenomena is actually thousands of Tyranid Gargoyles on the hunt for prey.

Once they reach the battle lines, Gargoyles are a fearsome opponent for any human, capable of firing blasts of living

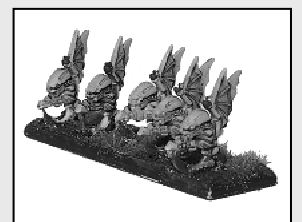
ammunition from their fleshborers, or spewing bio-plasma over their opponent at closer range.

Gargoyle swarms even form a hazard to low flying aircraft, as the dozens of mindless creatures expend every effort to be sucked into jet intakes. Although individually they do not pose much of a threat, as a swarm it becomes likely that one or two Gargoyles will be struck by the aircraft, and in doing so cause enough damage to bring the fast fighter down.

GARGOYLES

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	—	6+	5+
Weapon	Range	Firepower	Notes	
Swarm Strike	15cm	AA6+	If this attack hits, remove the Gargoyle unit.	

Notes: Disposable, Jump Pack, Brood (2).



RAVENERS

Ravener are presumed to be a mutant strain of the Warrior genus, more adapted for the fast, close combat role. They have evolved to lose their legs, instead replacing them with extra Scything Talon weapon-limbs. Raveners pull themselves across the battlefield at a surprisingly fast speed, outpacing all but the fastest of their alien brethren.

As well as their respectable strength in combat, Raveners are also known for their ability to infiltrate defensive formations

without warning. By tunnelling short distances beneath the ground Raveners can emerge at unexpected quarters before charging into combat, slashing their opponents with Scything Talons and ripping them apart with Rending Claws.

This ability to tunnel past enemy defences and attack from unexpected directions helps to compensate for the Ravener's complete lack of ranged bio-weaponry; If caught in a firefight Raveners are quickly cut down, despite their tough exoskeletons.

RAVENERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	3+	—
Weapon	Range	Firepower	Notes	
Talons	(Base Contact)	Assault Weapons		

Notes: Brood (2), Infiltrator.

Prototype
25% Complete

BIOVORE


The Biovore is apparently a relatively recent bio-adaptation amongst the Tyranid Hive Fleets, as it was not encountered during the early skirmishes with Hive Fleets Behemoth. It was only once Hive Fleet Kraken was deep into its own invasion that Biovores became a regular sight on the battlefields of the 41st millennium.

Physiological examination has led Imperial analyticae to presume that the Biovore is at least partially adapted from

Orkoid DNA, and that the Biovore was only evolved by the Hive Fleets after their first conflicts with the Orks of the Milky Way.

In battle, Biovores are comparatively slow and docile considering their heritage, but unlike most Tyranids they possess a large bio-weapon symbiote that is capable of launching Spore Mines high on a ballistic trajectory. In essence, Biovores are a form of living artillery, and the Hive Mind uses them to soften up targets before a charge from other more active Tyranids.

BIOVORE				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
3x Spore Mines	30cm	AP5+ / AT6+	Indirect Fire	



ZOANTHROPE

The Zoanthrope is a highly psychically-attuned creature, little more than a huge floating brain that dangles an atrophied and useless body beneath.


In battle, Zoanthropes seem to possess two main functions. First and foremost they are a psychic weapon, capable of killing with a thought at distance, or projecting a beam of

power capable of cracking even tank armour at shorter range. It is this use that is most obvious to the enemies of the Tyranids, but Zoanthropes also have a second role as Hive Mind nexus points, enabling the full Synapse creatures to more fully control the lesser brood creatures around them via Synapse links embedded deep in their swollen brains.

Thus Zoanthropes are a critical link in the Tyranid command network, and their elimination can help stymie an attack.

ZOANTHROPE				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
3x Warp Blast	30cm <i>and</i> (15cm)	AP4+ Small Arms	Macro-Weapon	

Notes: Jump Pack, Leader, Reinforced Armour, Invulnerable Save.



SCYTHED CARNIFEX

The Carnifex is amongst the most feared of all Tyranid creatures. Large and powerful enough to be an extreme threat, yet small enough that infantry are not beneath its notice, the Carnifex is a horrible foe.

The Carnifex, like most Tyranid creatures, is a highly mutable bio-form, and it appears on the battlefield in many different sub-species.

The most common sub-genus of the Carnifex is the Scythed Carnifex, colloquially known as the 'Screamer-Killer' by Imperial infantry.

With surprising speed for its large bulk, the Screamer-Killer charges across the battlefield heedless of its own danger, blasts that would kill a dozen men bouncing off its toughened carapace, before slamming into the enemy lines to rend and tear, slaying all before it with unchecked violence.

SCYTHED CARNIFEX

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	3+	—
Weapon	Range	Firepower	Notes	
Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), Macro-Weapon	

Notes: Fearless, Reinforced Armour.



DEVOURER CARNIFEX

A common sub-genus of the pheonotype, the Devourer Carnifex replaces its slashing close combat arms with bio-weapon symbiotes that eject torrents of living ammunition over short distances towards hapless targets.

Devourer Carnifexes also possess the exceptional toughness common to all of its mutant sub-types, meaning that it can survive enemy firepower long enough to close to firing range.

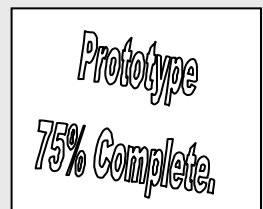
During the invasion of Hamman's World, a Tyranid swarm composed exclusively of Hive Tyrants and more than fifty Devourer Carnifexes attacked the Imperial Guard outpost at Theta sub-complex nine.

The entire assault took only forty-five minutes, during which time more than five hundred Guardsmen were eaten alive by the ammunition grubs of the Devourer Carnifexes.

DEVOURER CARNIFEX

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
2x Twin Devourers	15cm	AP3+		

Notes: Fearless, Reinforced Armour.



EXOCRINE CARNIFEX

An Exocrine Carnifex is armed with a massive Bio-Cannon that fires metre-wide spores that explode on contact, showering the impact zone with toxins that burn through flak armour and eat through flesh.

As well as being dangerous to infantry, the powerful acids contained in an Exocrine's ammunition spore are capable of turning even the strongest of tank armour into a steaming

pool of useless metal.

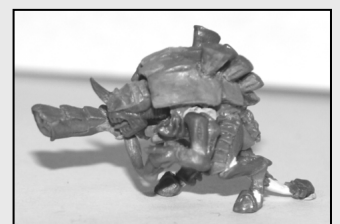
The spore itself is capable of being propelled a disheartening distance, comparable in reach to some of the Imperial Guard's shorter ranged tank cannons.

In summation, the Exocrine Carnifex is a deadly opponent both at range and in close combat, and a wary opponent will eliminate them before many other targets.

EXOCRINE CARNIFEX

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bio-Cannon	45cm	2x AP3+ / AT4+		

Notes: Fearless, Reinforced Armour.



SCYTHED HIERODULE

The Scythed Hierodule is a massive living engine of destruction, compactly built despite its vast bulk. It bears huge talons on its four forward limbs, which are backed up by enough strength to peel apart even Titan-class armour with ease.

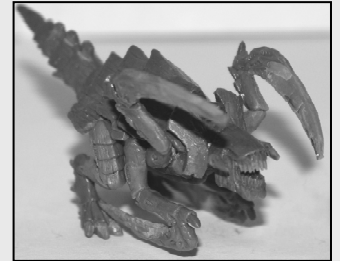
As well as its enormous scything talons, the scythed Hierodule carries a symbiote creature on its back that squirts a short-range stream of acidic compounds.

Scythed Hierodules were first observed during the Tyranid destruction of Haman's world, when they attacked Imperial fortifications in dozens of sectors and proved to be the largest Tyranid creature encountered on that ill-fated world.

Sometimes even slaying a Hierodule proves to be dangerous, as in its titanic death throes the Hierodule can lash out, killing anything that stands nearby.

SCYTHED HIERODULE

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	6+
Weapon	Range	Firepower	Notes	
2x Titanic Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), Titan-Killer (1)	
Acid Spray	(15cm)	Small Arms		
Damage capacity 3. Critical Hit Effect: The Hierodule is grievously wounded and dies.				
Notes: Fearless, Reinforced Armour				



BARBED HIERODULE

The Barbed Hierodule is an uncommon variant of the genus, which replaces two of its scything talons with a pair of bio-cannons of the same type as carried by the Exocrine Carnifex.

Although it still has a very respectable close combat ability, it is at range where the Barbed Hierodule is most dangerous, as

the combined effect of its linked bio-cannons is devastating to infantry and armour alike.

Ultimately, the Barbed Hierodule has few weaknesses for an enemy to exploit. Unlike the Scythed Hierodule it does not lack for ranged firepower, and even the most powerful of close combat fighters will baulk at facing the destructive power of its scything talons.

BARBED HIERODULE

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Titanic Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), Titan-Killer (1)	
Twin Bio-Cannon	45cm	2x AP2+ / AT3+		
Damage capacity 3. Critical Hit Effect: The Hierodule is grievously wounded and dies.				
Notes: Fearless, Reinforced Armour.				

*Prototype
50% Complete*

TRYGON

The Trygon is a relatively small bio-Titan, armed with multiple scything talons and a ferocious demeanour. In addition it is exceptionally fast, despite its lack of dedicated motive limbs.

However it is the Trygon's ability to burrow quickly through the earth that makes it a formidable opponent, as it can

emerge from the ground in an unexpected quarter of the battlefield, before nearby enemies.

Furthermore, when it does emerge, typically dozens of smaller burrowing creatures will follow it into battle, leaving an opponent overrun by both infantry-class enemies and a bio-Titan, where moments before there had only been empty featureless ground.

TRYGON

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	3+	3+	6+
Weapon	Range	Firepower	Notes	
2x Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), Macro-Weapon	
Damage Capacity 2. Critical Hit Effect: The Trygon is killed instantly. Notes: Fearless, Brood (6), Invulnerable Save, Tunneler. If the Trygon uses its Tunneler ability to enter play, it may bring up to 4 units of Raveners with it when it does so. These 'transported' Raveners are placed in base to base contact with the Trygon when it enters play. The Trygon's ability to be Spawned represents a new Trygon tunnelling onto the battlefield.				



HARRIDAN

The Harridan is a massive winged Tyranid, which typically soars high over the battlefield before diving towards a target, unleashing flocks of parasitical Gargoyles as it makes its rapid descent.

Its impact either in shooting its bio-cannons or in swiping with its huge talons is considerable, but it is the Harridan's speed that makes it so terrifying.

Clear skies over a battlefield can quickly become filled with Harridans, each one a monster capable of tearing whole enemy formations to pieces.

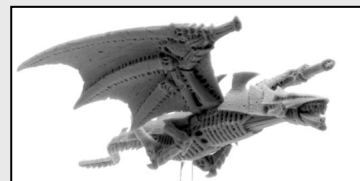
Even more challenging, some Harridans carry a Synapse parasite, allowing them to control the lesser Tyranids swarming around them, able to direct the battle from a commanding height over the conflict zone.

HARRIDAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	3+	5+

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

Damage Capacity 4. Critical Hit Effect: The Harridan suffers an extra point of damage. **Notes:** Fearless, Reinforced Armour, Transport (4 Gargoyles)



HIEROPHANT

The Hierophant bio-titan is the largest Tyranid creature seen on a typical battlefield. Deceptively slender in build, its arched back reaches to the same height as a Reaver Titan's cockpit. Upon its forelimbs it bears either powerful bio-cannons of the same type as found on the Barbed Hierodule and the Exocrine Carnifex, or metres-long scything talons that can tear and rend enemy war engines to scrap.

During the fall of Gryphon IV, hundreds of clashes occurred between Hierophants and Imperial Titans of the War Gryphons legio, as the beleaguered Imperials futilely defended their home planet against the Tyranid horde.

With evenly matched numbers it would have been no contest, but the Tyranid forces possessed orders of magnitude more Titan-sized creatures, and one by one the metal behemoths of Gryphon IV were torn apart by the onrushing Tyranid monstrosities.

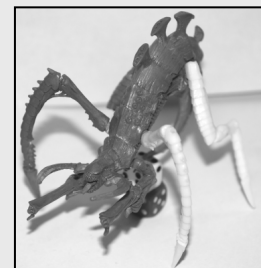
HIEROPHANT

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	3+	6+

Weapon	Range	Firepower	Notes
0-2 Bio Cannons <i>or</i>	45cm	2x AP3+ / AT4+	
0-2 Titanic Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), Titan-Killer (D3)

Damage capacity 5. Critical Hit effect: (Roll a dice) 1 - The Hierophant is killed instantly. 2-5—The Hierophant suffers an extra point of damage. 6—All units in base to base with the Hierophant receive an AP4+ / AT4+ attack as the Hierophant spasms in pain.

Notes: Fearless, Reinforced Armour, Invulnerable Save (*Remember that for multi-TK weapons like volcano cannons, each point of damage inflicted by the dice roll must be saved against separately*). Hierophants may be armed with a maximum of two weapons, chosen from the list above.



GENESTEALERS

Genestealers form an important component of the greater Tyranid organism. Not only are they exceptional frontline troops, they are also the advanced scouts for the Tyranid Hive Fleets.

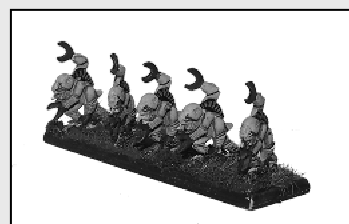
Seeded in systems ahead of the Hive Fleets by Vanguard Drone Ships, Genestealers secretly build their numbers until enough have spawned that their combined psychic resonance draws the attention of the Hive Mind. Once a Genestealer infestation has reached a critical mass, a full Tyranid invasion is sure to follow.

GENESTEALERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	4+	—

Weapon	Range	Firepower	Notes
Rending Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1)

Notes: First Strike, Infiltrator, Scout.



BROODLORD

At the heart of each Genestealer swarm is a Broodlord, a larger, more powerful creature than a regular Genestealer. As well as exceptional strength, the Broodlord has a weak psychic link to its underlings that inspires them to greater feats of combat.

Broodlords have an instinctual understanding of battlefield tactics, and they will lead their Genestealer followers into secret hiding places before the battle begins and secrete

themselves, waiting for the opportune moment to emerge and strike.

When they spring from hiding, the Broodlord will lead his Genestealers from the front, charging headlong to tear opponents to pieces.

The very oldest of Broodlords may eventually evolve into an even greater form known as a Patriarch, but luckily such creatures are exceptionally rare.

BROODLORD				
Type	Speed	Armour	Close Combat	Firefight
Character	—	—	—	—
Weapon	Range	Firepower	Notes	
Rending Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1), Macro-Weapon	
Notes: Inspiring, Invulnerable Save, Leader.				

*Prototype
In concept stage.*

LICTORS

A Lictor is the ultimate ambush predator

LICTORS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	—
Weapon	Range	Firepower	Notes	
Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), Sniper	
Notes: First Strike, Infiltrator, Scout, Teleport.				



MEIOTIC SPORE MINE				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	10cm	5+	2+	5+
Weapon	Range	Firepower	Notes	
Acidic Explosions	30cm	AA4+	Macro-Weapon	
Notes: Skimmer, Disposable. If an attack from a Meiotic Spore Mine hits its target (Whether at range or during an engagement) then remove the unit.				



HIVE FLEET LEVIATHAN ARMY LIST

All Tyranid formations have a variable initiative rating depending on their composition, see page rule T1.01 for details.
Hive Fleet Leviathan armies have a strategy rating of 1.

SYNAPSE BROODS

Formation	Units	Cost
Warrior	3 Tyranid Warrior units	150 Points
Hive Tyrant	1-3 Hive Tyrants (<i>Each Hive Tyrant may take 1 Tyrant Guard unit for 25pts</i>)	100 Points Each
Winged Tyrant	1-3 Winged Hive Tyrants	125 Points Each
Malanthrope	1-3 Malanthrope Units	100 Points Each
Trygon	1 Trygon with Synapse Symbiote Upgrade	150 Points
Harridan	1 Harridan with Synapse Symbiote Upgrade	250 Points
0-1 Dominatrix	1 Hierophant with Dominatrix Symbiote Upgrade	350 Points

COMMON BROODS

Once purchased, Common Broods must be added to a Synapse Brood.
Each Synapse Brood must select at least two Common Broods.

Brood Type	Units	Cost
Hormagaunt	4 Hormagaunt units	50 Points
Gargoyle	4 Gargoyle units	75 Points
Termagant	4 Termagant units	75 Points
Ravener	4 Ravener Units	100 Points

UNCOMMON BROODS

Once purchased, uncommon broods must be added to a Synapse Brood.
You may take one uncommon brood for each common brood selected.

Brood Type	Units	Cost
Bio-Artillery	3 Biovore units, or 2 Exocrine Carnifexes	100 Points
Carnifex	3 Carnifexes (Any combination of Scythed or Devourer Carnifexes)	125 Points
Scythed Hierodule	1 Scythed Hierodule	125 Points
Barbed Hierodule	1 Barbed Hierodule	150 Points
Trygon	1 Trygon	100 Points
Zoanthrope	2 Zoanthrope units	75 Points

INDEPENDENT BROODS

Up to 1/3rd of your army's points may be spent on Independent Broods.

Brood Type	Units	Cost
Harridan	1-3 Harridans	200 Points Each
Hierophant	1-3 Hierophants	250 Points Each
Genestealer	8 Genestealer units (May have a Broodlord for 50pts)	200 Points
Lictor	4 Lictors (You may select 0-1 Lictor Brood per 1500pts used)	175 Points
Meiotic Spore Mines	6 Meiotic Spore Mines	150 Points

BROOD NEST

Brood Nest	Description	Cost
0-1 Brood Nest	The Tyranid player may choose to replace one of the Objective markers in their half of the table with a Brood Nest. Tyranid formations that undertake Spawning within 30cm of the objective will receive a +2 modifier to their Spawning value.	50 Points
	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.	

GENESTEALER CULT ARMY LIST

All formations have an initiative of 2+
 Genestealer Cult armies have a strategy rating of 2.

CORE FORMATIONS		
Formation	Units	Cost
Cultist Coven	Imperial Guard Command unit plus twelve Imperial Guard Infantry units	250 Points
Genestealer Brood	Eight Genestealer units	400 Points

SUPPORT FORMATIONS		
One Support Formation may be taken per Core Formation		
Formation	Units	Cost
Captured Artillery	Three Basilisks	300 Points
Captured Flak	Three Hydras	150 Points

UPGRADES		
Two Upgrades may be taken per Core Formation. Upgrades may be added to either Core or Support Formations.		
Brood Type	Units	Cost
Genestealers	Four Genestealers.	200 Points
Captured Transport	Enough Chimeras to carry the entire formation (Genestealers may not ride inside Chimeras)	25 Points Each
Extra Cultists	Six Imperial Guard Infantry units	100 Points
Broodlord	One Broodlord (May only be added to genestealer units). 0-1 per Formation.	50 Points
Patriarch	Upgrade one Broodlord to possess the Supreme Commander special ability.	100 Points

Tyranid Special Rules:

Genestealer Cult armies do not use the standard Tyranid special rules, instead operating as a more 'conventional' army.

Grand Tournament Scenario Special Rule :

Note that because they are always on the attack, Genestealer Cult armies may never Garrison formations.

Artwork of cultists