

Special Rules

Synapse

A model with Synapse allows the removal of one extra blast marker when rallying (a synapse creature with "Leader" thus allows for 2 blast markers to be removed). A Dominatrix can always remove 3 blast markers from the Nexus formation (the "Leader" part of the "Supreme Commander" rule is already included).

While at least one model with Synapse is still alive, the formation has a +1 modifier when trying to rally.

If all models with Synapse in a formation have been destroyed, the formation suffers a -2 modifier on all initiative tests, and loses the +1 modifier to rally.

The Tyranids' enemies have learned that destroying the Synapse creatures will cause Tyranid swarms to become disorganized. For this reason certain models which normally would be infantry are instead considered light vehicles.

Gaunts

Termagaunts, Hormagaunts and Gargoyles that are killed in an assault do not count for determining the winner as long as the controlling Tyranid player initiated the assault and there is at least one model with Synapse still present in the formation.

Note that the Tyranid player still receive blast markers for models with Gaunts even when initiating an assault, as they are not Expendable.

Implacable

Tyranid formations always has a +1 modifier when attempting to Engage.

When a Tyranid formation is forced to Hold, it may elect to move twice, but will then count as having marched for support purposes.

Mobility

Armoured Vehicles and Tyranid War Engines ignore dangerous terrain tests, while light vehicles move through terrain and receive cover as if they were infantry. Fortifications and special scenario terrain affect them normally.

Tunnelers

Tunnelers are declared at the same time as Spaceships. Units transported by tunnelers are kept in the reserve. Define where they will emerge in the same fashion as described in section 4.3.1.

Tunnelers may appear on the friendly half of the table during turn 2, and on the entire table on turn 3. They are deployed during the strategy phase, before initiative is rolled, on the predefined coordinates. The tunneler and all transported formations may act as normal the turn they arrive.

Garrison

Only Common Independent Swarm formations may deploy as garrisons.

Objectives

Only common/rare independent formations or formations that still contain models with Synapse may control or contest objectives. Formations that only contain instinctive units may neither capture nor contest objectives. This also applies to the the objective "They Shall Not Pass".

F-ERC Tyranid Army List (2018 version)

Tyranids have a Strategy Rating of 1. The Nexus Synapse, Siege Breaker, Bio-Titan and Bio-Vessel formations have an initiative of 1+. All other formations have an initiative of 2+.

Synapse Swarms

Formation	Synapse Creatures	Instinctive Swarms (Compulsory)	Cost
0-1 Nexus Synapse	1 Dominatrix or Hive Tyrant Swarm Master and 2 units of Tyranid Warriors and/or Zoanthropes	2-6 of any instinctive swarms (with the exception of Mycetic Spores if a Dominatrix was chosen) The Hive Tyrant Swarm Master may be equipped with Wings for no extra cost	400 points or 175 points
Secondary Synapse	1 Hive Tyrant, and 2 units of Tyranid Warriors and/or Zoanthropes	2-5 instinctive swarms. +25: One Hive Tyrant in the army may become a Hive Tyrant Alpha (Inspiring) The Hive Tyrant and/or Tyranid Warriors may be equipped with Wings for no extra cost.	125 points
Tertiary Synapse	3 Tyranid Warriors. Up to 2 Tyranid Warriors may be replaced with Zoanthropes at no extra cost.	2-4 instinctive swarms. Tyranid Warriors may be equipped with Wings for no extra cost.	100 points
Support Synapse	1 Hierodule Prime (Barbed or Scythed)	2-4 Instinctive Swarms chosen from Gaunts, Gargoyles, Bio-Artillery, Bio-Support, Bio-Attack or Carnifex	150 points
Infestation Synapse	1 Trygon Prime	1-2 instinctive swarms chosen from the Gaunts upgrade (these units gain the Tunneler special rule at no extra cost) or Burrower upgrade. or 1-2 instinctive swarms chosen from Bio-Support or Bio-Attack (The Trygon Prime loses the Tunneler special rule).	125 points
Harasser Synapse	1 or 2 Harridans	1-2 Gargoyle swarms	125 points per unit

Instinctive Swarms

It is compulsory to buy the minimum amount of instinctive swarms indicated by each Synapse Formation.

Upgrade	Units	Cost
Gaunts	6 units of Termagaunts and/or Hormagaunts	75 points
Bio-Artillery	3 Biovores	75 points
Gargoyles	4 Gargoyles	75 points
Carnifex	3 Carnifex	125 points
Bio-Support	3 Dactylis or 3 Exocrines	150 points
Bio-Attack	3 Haruspex or 3 Malefactors	150 points
Hierodule	1 Barbed Hierodule or 1 Scythed Hierodule	125 points
Burrower	1 Trygon Drone or 3 Raveners	100 points 50 points
Mycetic Spore	Permits deployment via planetary assault rules if a Razorfiend or Hive Ship has been bought. This option is not allowed if the Hive Tyrant and/or Tyranid Warriors are equipped with wings.	50 points

Common Independent Swarms

One Common Independent Swarm may be bought for each Synapse Swarm. No more than one third of the army may be chosen from the Common Independent Swarm section.

Formation	Units	Upgrade	Cost
Genestealer Swarm	6 Genestealers	0-3 Genestealers for +25 points per unit. 0-1 Brood Lord for +25 points.	150 points
0-2 Lictor Swarm	4 Lictors	0-2 Lictors for +50 points per unit	175 points

Rare Independent Swarms

One Rare Independent Swarm may be bought for each Synapse Swarm. No more than one third of the army may be chosen from the Rare Independent Swarm sections. The cost of the Dominatrix (400 points) is also included in this section.

Formation	Units	Upgrade	Cost
Bio-Bomber	2 Harpies	0-2 Harpies for +75 points per unit	125 points
Bio-Interceptors	3 Virago	-	150 points
Siege Breaker	1 Hierodule Prime (Barbed or Scythed) and 1 Hierodule (Barbed or Scythed)	1 Hierodule (Barbed or Scythed) for 125 points	275 points
Bio-Titan	1 Hierophant Bio-titan	Hydraphant Bio-titan +200 points	350 points
Bio-Vessel	1 Razorfiend	Hive Ship +100 points	150 points

Unit	Type	Move	Armour	CC	FF	Armament	Range		Notes
Dominatrix	WE	25cm	4+	3+	5+	Monstrous Claws Energy Beam and Bio-Plasma Bio-Cannon	(base-to base) 30cm (15cm) 15cm 45cm	(assault) AP4+/AT4+/AA5+ (small arms) 4BP 2 x AP3+/AT4+	Extra Attacks +2, TK(D3) - Extra Attack +1, MW Macro Weapon, Fixed Forward Arc Fixed Forward Arc Damage Capacity: 6 Notes: Synapse, Reinforced Armour, Invulnerable Save, Fearless, Inspiring, Supreme Commander Critical: Roll a d6: 1. Units in base contact is hit by a MW attack on 6+ 2-5. Suffers an additional damage. 6: Suffers an additional d3 damage. <i>May step over units and impassable or dangerous terrain that is lower than its body and up to 2cm wide.</i>
Hive Tyrant Swarm Master	AV	15cm (Wings: 25cm)	4+ (Wings: 5+)	3+	5+	Venom Cannon Large Claws	30cm (base-to-base)	AP5+/AT6+ (assault)	- Extra Attack +1, MW Notes: Synapse, Reinforced Armour, Supreme Commander, Fearless, Inspiring, Invulnerable Save (Wings: Jump Pack)
Hive Tyrant	AV	15cm (Wings: 25cm)	4+ (Wings: 5+)	3+	5+	Venom Cannon Large Claws	30cm (base-to-base)	AP5+/AT6+ (assault)	- Extra Attack +1, MW Notes: Synapse, Reinforced Armour, Commander, Leader, Fearless (Wings: Jump Pack)
Tyrannid Warriors	LV	20cm (Wings: 30cm)	4+ (Wings: 5+)	3+	5+	Venom Cannon Claws	30cm (base-to-base)	AP5+/AT6+ (assault)	- Extra Attack +1 Notes: Synapse, Fearless (Wings: Jump Pack)
Zoanthrope	LV	15cm	5+	6+	5+	Warp Blast and	30cm (15cm)	AP4+/AT5+ (small arms)	- Macro Weapon Notes: Synapse, Fearless, Reinforced Armour
Brood Lord	Char	-	-	-	-	Rending Claws	(base-to-base)	(assault)	Extra Attack +1, Sniper Notes: Inspiring, Invulnerable Save
Trygon Prime	WE	25cm	3+	3+	5+	Huge Claws Bio-electric Field	(base-to-base) 15cm	(assault) 2 x AP3+/AT6+	Extra Attacks +2, MW - Damage Capacity: 2 Notes: Synapse, Invulnerable Save, Tunneler, Fearless Critical: The Trygon Prime is destroyed.
Trygon	WE	25cm	3+	3+	5+	Huge Claws Bio-electric Field	(base-to-base) 15cm	(assault) 2 x AP3+/AT6+	Extra Attacks +2, MW - Damage Capacity: 2 Notes: Invulnerable Save, Tunneler Critical: The Trygon Drone is destroyed.
Harridan	WE	35cm	5+	4+	5+	Huge Claws Large Bio-Cannon	(base-to-base) 45cm	(assault) 3 x AP3+/AT4+	Extra Attacks +2, MW - Damage Capacity: 2 Notes: Synapse, Reinforced Armour, Skimmer, Fearless, Transport (0-4 Gargoyles) Critical: The Harridan is destroyed.
Termagaunt	Inf	20cm	-	6+	5+	Fleshborers	(15cm)	(small arms)	Notes: Gaunt
Hormagaunt	Inf	20cm	-	5+	-	Claws	(base-to-base)	(assault)	Extra Attack +1 Notes: Gaunt, Infiltrators
Gargoyle	Inf	30cm	-	6+	5+	Plasma-Cloud	15cm	AA6+	- Notes: Gaunt, Jump Pack
Ravener	LV	20cm	5+	3+	6+	Claws	(base-to-base)	(assault)	Extra Attack +1 Notes: Infiltrators, Tunneler
Biovore	LV	15cm	5+	6+	6+	Spore Mines	30cm	AP5+/AT6+/AA6+	Disrupt, Indirect Fire
Carnifex	AV	15cm	3+	3+	5+	Venom Cannon Large Claws	30cm (base-to-base)	AP5+/AT6+ (assault)	- Extra Attack +1, MW
Dactylis	AV	25cm	5+	6+	6+	Bile Thrower	45cm or 60cm	1BP AP4+/AT5+	Disrupt, Indirect Fire Disrupt
Exocrine	AV	25cm	4+	5+	5+	Bio-Cannon	45cm	2 x AP3+/AT4+	-
Harpuspex	AV	25cm	4+	3+	6+	Huge Claws	(base-to-base)	(assault)	Extra Attacks +2, MW Notes: Reinforced Armour
Malefactor	AV	25cm	5+	4+	5+	Fragmentation Spines and	15cm (15cm)	2 x AP4+ (small arms)	- Extra Attack +1, Ignore Cover Notes: Reinforced Armour, Transport (2) (May transport Termagaunts, Hormagaunts Gargoyles, Tyrannid Warriors, Raveners, Biovores, Light Vehicles take 2 spaces each).
Barbed Hierodule Prime	WE	25cm	5+	4+	5+	Large Bio-Cannon Large Claws	45cm (base-to-base)	3 x AP3+/AT4+ (assault)	Fixed Forward Arc Extra Attack +1, MW Damage Capacity: 3 Notes: Synapse, Fearless, Reinforced Armour, Invulnerable Save Critical: The Hierodule is destroyed.
Barbed Hierodule	WE	25cm	5+	4+	5+	Large Bio-Cannon Large Claws	45cm (base-to-base)	3 x AP3+/AT4+ (assault)	Fixed Forward Arc Extra Attack +1, MW Damage Capacity: 3 Notes: Reinforced Armour, Invulnerable Save Critical: The Hierodule is destroyed.
Scythed Hierodule Prime	WE	25cm	5+	3+	5+	Monstrous Scythes Pyro-Acid	(base-to-base) (15cm)	(assault) (small arms)	Extra Attacks +2, Titan Killer (1) Extra Attack +1, Ignore Cover Damage Capacity: 3 Notes: Synapse, Fearless, Reinforced Armour, Invulnerable Save Critical: The Hierodule is destroyed.
Scythed Hierodule	WE	25cm	5+	3+	5+	Monstrous Scythes Pyro-Acid	(base-to-base) (15cm)	(assault) (small arms)	Extra Attacks +2, Titan Killer (1) Extra Attack +1, Ignore Cover Damage Capacity: 3 Notes: Reinforced Armour, Invulnerable Save Critical: The Hierodule is destroyed.
Mycetic Spore	-	-	-	-	-	Tentacles	15cm	AP6+	Disrupt Notes: Planetfall, Transport (May transport a formation that consist exclusively of the following types of units: Termagaunts, Hormagaunts, Biovores, Raveners, Carnifex, Hive Tyrant, Tyrannid Warriors, Zoanthropes) After all Mycetic Spores have made planetfall, they attack any enemy formations within 15cm. After this, transported formations set up within 5cm of the point the Mycetic Spore landed, or within 5cm of another already disembarked unit from the same formation (but a maximum of 15cm from the point the formation's Mycetic Spore landed).
Genestealer	Inf	20cm	6+	4+	-	Claws	(base-to-base)	(assault)	Extra Attack +1 Notes: First Strike, Infiltrators, Scout
Lictor	LV	15cm	5+	3+	6+	Rending Claws	(base-to-base)	(assault)	Extra Attack +1, Sniper Notes: First strike, Infiltrators, Scout, Invulnerable Save, Teleport
Hierophant	WE	25cm	4+	3+	5+	2 x Bio-Cannons Monstrous Scythes Barbed Spears	45cm (base-to-base) (15cm)	2 x AP3+/AT4+ (assault) (small arms)	Fixed Forward Arc Extra Attacks +2, Titan Killer (1) Extra Attack +1 Damage Capacity: 6 Notes: Reinforced Armour, Invulnerable Save, Fearless Critical: Roll a d6: 1. Units in base contact is hit by a MW attack on 6+ 2-5. Suffers an additional damage. 6: The Hierophant is killed. <i>May step over units and impassable or dangerous terrain that is lower than its body and up to 2cm wide.</i>
Hydraphant	WE	25cm	4+	3+	5+	2 x Heavy Bio-Cannons Heavy Bio-Plasma Monstrous Claws Huge Tentacles Hail of Barbed Spears	60cm 30cm (base-to-base) (base-to-base) (small arms)	2 x AP3+/AT4+ 4 BP (assault) (assault) (15cm)	Fixed Forward Arc Fixed Forward Arc, Macro Weapon Extra Attacks +2, Titan Killer (D3) Extra Attacks +2, First Strike Extra Attacks +2 Damage Capacity: 8 Notes: Reinforced Armour, Invulnerable Save, Fearless Critical: Roll a d6: 1. Units in base contact is hit by a MW attack on 6+ 2-5. Suffers an additional damage. 6: The Hydraphant is killed. <i>May step over units and impassable or dangerous terrain that is lower than its body and up to 2cm wide.</i>
Harpies	Aero	Bomber	5+	-	-	Barbed Strangler Proximity attacks Spore Mines	30cm 15cm 15cm	AP4+ AP5+/AT5+/AA5+ 1BP	Disrupt - -
Hive Crone	Aero	Fighter	5+	-	-	Drool Cannon Tentacleds	30cm 15cm	AP4+/AT5+ (Front Arc) AA6+	
Razorfiend	Ship	-	-	-	-	Orbital Bombardment	-	3BP	Transport (2 Mycetic Spores including cargo)
Hive Ship	Ship	-	-	-	-	Orbital Bombardment	-	8BP	Slow and Steady, Transport (5 Mycetic Spores including cargo)