

Tyranid Bio-Titans List

Tyranid armies have a strategy rating of 1. All Tyranid formations have an initiative rating of 2+.

Core Broods

Formation	Units	Points	Upgrades	Points
Dominatrix	1 Dominatrix	500	Add up to three Hierodules	100 each
Hydraphant	1 Hydraphant	450	Add up to three Hierodules	100 each

Support Broods

You may take up to 3 Support Formations for each Core Formation selected

Formation	Units	Points	Upgrades	Points
Hierophant	1 Hierophant	250	Add up to two Hierophants Add up to three Hierodules	200 each 100 each
Hierodule Brood	3 Hierodules	350	Add up to three Hierodules	100 each
Harridan	1 Harridan	250	Add up to two Harridans	200 each
Burrowing Brood	2 Trygons	250	Add up to two Trygons	100 each
Hive Nest	1 Hive Nest and 1 Hierodule	200	Add up to two Hierodules	100 each

Unit Stats

Unit	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Dominatrix	WE	20cm	4+	3+	4+	Bio-Cannon Bio-Acid Energy Pulse and Massive Claws	45cm 15cm 30cm (15cm) Base	2xAP3+/AT4+, FF 3BP, IC, Forward AP4+ / AT4+ / AA5+ Small Arms, MW, +1A Assault Wpn, MW, +3A	Commander, Fearless, Leader, Reinforced Armour, Inv Save, Synapse. Dam Cap 6. Crit: 1 - MW6+ Base 2-5 - +1 Damage 6 - Killed
Hydraphant	WE	20cm	4+	3+	4+	2x Bio Titan Weapons Bio-Acid Massive Claws Ripper Tentacles	— 15cm Base Base	See Weapon List , Forward 3BP, IC, Forward Assault Wpn, MW, +3A Assault Wpn, +2A, TK (D3)	Fearless, Reinforced Armour, Invulnerable Save, Synapse. Dam Cap 6. Crit: 1 - MW6+ Base 2-5 - +1 Damage 6 - Killed
Hierophant	WE	25cm	5+	3+	5+	2x Bio Titan Weapons Massive Claws	— Base	See Weapon List , Forward Assault Wpn, MW, +3A	Fearless, Reinforced Armour, Invulnerable Save, Synapse. Dam Cap 4. Crit: 1 - MW6+ Base 2-5 - +1 Damage 6 - Killed
Hierodule	WE	20cm	5+	4+	5+	Bio Cannon Crushing Claws Massive Claws	45cm Base Base	2x AP3+ / AT4+, FF Assault Wpn, MW, +1A Assault Wpn, MW, +3A	Fearless, Reinforced Armour. Dam Cap 3. Critical: Killed. May be equipped with: 1x Bio Cannon & 1x Crushing Claws OR 1x Massive Claws & improve CC to 3+.
Harridan	WE	35cm	5+	4+	5+	Bio-Cannon Crushing Claws	45cm Base	2x AP3+ / AT4+, FF Assault Wpn, MW, +1A	Fearless, Reinforced Armour, Leader, Synapse, Skimmer. Dam Cap 3. Critical: Killed
Trygon	WE	20cm	4+	3+	5+	Bio-Electric Field Scything Talons	15cm Base	2x AP3+ / AT6+, Forward Assault Wpn, MW, +1A	Fearless, Infiltrator, Reinforced Armour, Teleport, Synapse. DC: 2. Critical: Killed.
Hive Nest	WE	0cm	4+	5+	6+	Ripper Swarms and	(15cm) Base	Small Arms Assault Wpn, +1A	Fearless, Reinforced Armour, TRA, Dam Cap:3. Critical: Killed

Bio Titan Weapon Stats

Weapon	Range	Firepower
Razor Claw	Base	Assault Weapon, +1 Attack, Macro Weapon, Titan-Killer (2x D3)
Bio-Cannon Arm	45cm	2x AP3+ / AT4+
Pyro-Acid Spray Arm	15cm (15cm)	3BP, Ignores Cover Small Arms, +2 Attacks
Cluster Spines Arm	45cm	4x AP4+ / AA6+

Synapse - Synapse units are more directly influenced by the Tyranid Hive Mind. A formation that has any Synapse units in it can capture objectives. If a formation has lost all its Synapse units or did not start with any then it may only contest objectives.

The Hunger - All Tyranid formations receive a +1 modifier to the dice roll when attempting to make an engage action or when rolling to rally in the end phase.

Fast and Slithering - Tyranid creatures can cover terrain very easily. Tyranid war engines do not have to take difficult terrain tests, they are assumed to automatically pass them. Impassable terrain is still impassable to them.

Traversing Tall Buildings - The following models may step over units and impassable terrain that is lower than 3cm and up to 2cm wide: Dominatrix, Hydraphant, Hierophant.

Dominatrix Supreme Commander - As long as there is at least one Dominatrix alive in the army, the player may re-roll one failed initiative test (of any type) once per turn.