Epic Armageddon: Splinter Fleet Churoninx

Splinter Fleet Churoninx Tyranid Army List (13.04.2010)

Tyranid Special Rules

Brood & Synapse: *The Tyranids are not so much an army as an unthinking animal colony with the Hive Mind as its one sole driving force. Synapse creatures are evolved to act as control nodes for this vast, alien sentience, driving the lesser beasts on with unflinching ferocity and fearlessness- yet without them the Hive Minds collapses leaving disorganised, instinctive herds of vicious creatures.*
- Brood units in a formation with at least one Synapse unit are Expendable.
- Brood units cannot capture or contest objectives.
- Formations with at least one Synapse unit have Initiative Rating 2+.
- Formations with only Brood units remaining have Initiative Rating 4+.

Kill The Synapse: *Enemies of the Tyranids have learnt at great cost that it is the Synapse creatures that pose the greatest threat, kill them and their minions panic and flee.*
- For the purposes of the Break Their Spirit objective in the Tournament scenario, the formation with the highest number of Synapse units (counting the Damage Capacity of Synapse War Engines) at the start of the game is the target, as normal if there are two formations with an equal number of highest Synapse units then destroying any one of them wins the objective.
- If you destroy all the Synapse units in this formation you achieve the Break Their Spirit objective.

Relentless: *The Hive Mind is eager to overwhelm and consume prey, attempting to devour all who stand before It. When a Tyranid swarm has the scent of its enemy it pounces with the ferocity and relentlessness of a starved beast.*
- All Tyranid formations have a +1 modifier to their initiative rolls when taking Engage actions or making Rally tests. If at any point a formation only contains Brood units it does not receive this bonus.

Resilient: *Tyranid Bio-titans lacking the advanced protective shields of other races are instead highly resilient, shrugging of heavy firepower and healing the most severe injuries rapidly.*
- Tyranid Bio-titans (Heirophant & Hydraphant) regain one Damage Capacity point in each End Phase.
- A Tyranid Bio-titan can never have more Damage Capacity points than it started the game with.

Stampede: *Tyranids relentlessly stampede across the worlds they seek to devour in a frenzy of violent activity. They are accustomed to all environments, able to clamber easily through terrain that would bog down an armoured vehicle, or simply bludgeon their massive bulk across it.*
- All Tyranid units have the Stampede ability.
- A War Engine or Armoured Vehicle unit with the Stampede special ability does not take Dangerous Terrain tests for moving through Dangerous Terrain instead their movement is reduced by 5cm for each move that includes movement through the terrain.
- Infantry and Light Vehicles can move their full distance without taking a Dangerous Terrain test.

Without Number: *One of the most terrifying things about fighting Tyranids is that there seems to be no end to the number of Termagants and Hormagaunts on the battlefield. When a Tyranid swarm closes with its prey the siren-call of the Synapse creatures will draw in all the stray and wounded Tyranids skulking in the area to join in the bloodshed.*
- Termagant and Hormagaunt units kept off-table in a Spawning Pool at the start of the game, or destroyed during it may be returned to play in any formation containing Synapse units as follows.
- Any formation with at least one Synapse unit that performs a Regroup action (EA 1.13.1) may respawn Termagant/Hormagaunt unit instead of removing Blast Markers. The Tyranid player may choose how many Termagant/Hormagaunt units to respawn in place of removing Blast Markers.
- A formation with no Blast Markers may still attempt Regroup actions to respawn Termagant/Hormagaunt units.
- In the End Phase any formation with at least one Synapse unit that successfully Rallies (EA 1.14.1) may respawn a number of Termagant/Hormagaunt units equal to half the remaining Synapse units (count each Damage Capacity point of Synapse War Engines) rounding up.
- Respawned Termagant/Hormagaunt units are deployed within 10cm of a Synapse unit in the formation and cannot be placed within Impassable Terrain or enemy Zones of Control.
- You can never have more Termagant/Hormagaunt units on the board than have been included in your army list.
- Termagant/Hormagaunt units destroyed in an Assault count as half a kill for the enemy Assault Modifier (EA 1.12.7) score (rounding up). For example, 5 killed Termagants are worth +3 to the enemy score.

Epic Armageddon Special Rules

Expendable: *Though all Tyranid soldiers are merely disposable bio-weapons to be re-absorbed into the Hive when the prey-world is subdued, there are lesser creatures amongst them who are truly expendable- expended in battle as uncaringly as an Imperial commander expends ammunition.*

- Expendable units do not generate Blast markers when they are removed as casualties. 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).

Flame Template: *Some of the largest Tyranid monstrosities, infamously the Dominatrix, are able to project acidic vomit in a terrifying shower of death coating everything in bio-toxins, venom and acids dissolving man and machine to a indistinguishable mess.*

- A Flame Template weapon uses the 8" flame template (teardrop shaped). Place it with the smaller point touching the base of the firing model, and the remainder covering as much of the target formation as possible (much like a Barrage weapon). Each model, friend or foe that is within line of sight and even partially under the template is hit. Roll to hit each one with to hit modifiers for Doubling, etc affecting the shot as normal.
- Against War Engines, if the centre line of the flame template crosses the War Engine it will receive a number of hits equal to half its Damage Capacity (rounding up) otherwise a partially hit War Engine receives one hit as normal (much like War Engines being hit by Barrage weapons).

Tunneller (Pg168 Epic Armageddon Rulebook)**:** *Several Tyranid creatures are able to burrow beneath the surface of a planet travelling undetected deep into the heart of defensive positions, towns and cities before bursting from the ground to shock and terrify the enemy.*

- Tunnellers are set up on their own table edge before the battle starts, at the same time as 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.

The following section describes all of the different units used by the Tyranid and provides all of the information you will need to use them in your games of Epic.

Tyranid armies have a strategy rating of 1.

Independent and Synapse-led formations have an initiative rating of 2+.

Brood-only formations have an initiative rating of 4+.

War Engine Units

Dominatrix

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	5+

Weapon		Range	Firepower	Notes
Energy Pulse		30cm	AP4+/AT4+/AA5+	-
	and	(15cm)	Small Arms	Extra Attack (+1), MW
Bio-Cannon		45cm	2xAP3+/AT4+	Fixed Forward
Bio-Acid Vomit		Flame	AP4+/AT5+	Forward Arc, Ignore Cover
Gargantuan Claws		(Base Contact)	Assault Weapons	Extra Attacks (+2), TK(D3)

Notes: DC8. Fearless, Invulnerable Save, Reinforced Armour, Supreme Commander, Synapse. May step over units and impassable or dangerous terrain that is lower than the Dominatrix's abdomen and up to 2cm wide.

Critical Hit: Roll a D6 and consult the chart below:
- **1-** The Dominatrix thrashes 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 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.

Harridan

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	4+	5+

Weapon	Range	Firepower	Notes
Bio-Cannon	45cm	2xAP3+/AT4+	Fixed Forward
Crushing Claws	(Base Contact)	Assault Weapon	Extra Attack (+1), MW

Notes: DC3. Fearless, Leader, Reinforced Armour, Skimmer, Synapse, Transport (Four Gargoyle units).

Critical Hit: The Harridan's primary nerve plexus is destroyed, the creature is killed and crashes to the ground killing all creatures on board.

Heirodule, Barbed

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	4+	5+

Weapon	Range	Firepower	Notes
Bio-Cannon	45cm	2xAP3+/AT4+	Forward Arc
Scything Talons	(Base Contact)	Assault Weapons	Extra Attack (+1), MW

Notes: DC3. Brood, Reinforced Armour.

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

Heirodule, Scythed

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	5+

Weapon	Range	Firepower	Notes
Acid Spray	(15cm)	Small Arms	Extra Attacks (+2)
Massive Claws	(Base Contact)	Assault Weapons	Extra Attacks (+2), TK(1)

Notes: DC3. Brood, Reinforced Armour.
Critical Hit: The Heirodule's primary nerve plexus is destroyed, the creature is killed.

Heirophant

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	3+	5+

Weapon	Range	Firepower	Notes
2xBio-Cannons	45cm	2xAP3+/AT4+	Forward Arc
Massive Claws	(Base Contact)	Assault Weapons	Extra Attacks (+2), TK(1)

Notes: DC6. Fearless, Invulnerable Save, Reinforced Armour, Resilient. May step over units and impassable or dangerous terrain that is lower than the Heirophant's abdomen and up to 2cm wide.
Critical Hit: Roll a D6 and consult the chart below:
- **1-** The Heirophant thrashes wildly in blind rage, any unit in base contact suffers a MW6+ attack.
- **2-5-** The Heirophant gushes ichor from a deep wound and loses 1DC.
- **6-** The Heiorphant's primary nerve plexus is destroyed, the creature is killed.

Hydraphant

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	5+

Weapon	Range	Firepower	Notes
Bio-Acid Vomit	Flame	AP4+/AT5+	Forward Arc, Ignore Cover
Bio-cannon	45cm	2xAP3+/AT4+	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: DC10. Fearless, Invulnerable Save, Reinforced Armour, Resilient. May step over units and impassable or dangerous terrain that is lower than the Heirophant's abdomen and up to 2cm wide.
Critical Hit: Roll a D6 and consult the chart below:
- **1-** The Hydrophant thrashes 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 Hydrophant suffers major damage and loses D3+1DC.

Synapse Node

Type	Speed	Armour	Close Combat	Firefight
War Engine	0cm	4+	6+	6+

Weapon		Range	Firepower	Notes
Ripper Swarms		(15cm)	Small Arms	-
	and	(Base Contact)	Assault Weapons	-

Notes: DC3. Fearless, Leader, Reinforced Armour, Thick Rear Armour, Synapse.
Critical Hit: The Synapse Node collapses in on itself and dies.

Trygon

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	3+	5+

Weapon	Range	Firepower	Notes
Bio-Electric Field	15cm	2xAP3+/AT6+	Forward Arc
Vicious Claws	(Base Contact)	Assault Weapons	Extra Attacks (+2)

Notes: DC3. Fearless, Reinforced Armour, Synapse, Tunneller, Transport (Four Ravener units).
After the Trygon surfaces any transported units are immediately deployed within 5cm of the Trygon. No units may re-embark upon the Trygon during the game (*in reality the Raveners have followed the Trygon up from it's tunnel).*
Critical Hit: The Trygon's primary nerve plexus is destroyed, the creature is killed.

Armoured Vehicle Units

Carnifex (Haruspex)
Either 1 Carnifex per base or 1 Haruspex.

Type	Speed	Armour	Close Combat	Firefight
AV	20cm	4+	3+	6+

Weapon	Range	Firepower	Notes
Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), MW
Spore Cysts	(15cm)	Small Arms	-

Notes: Brood, Reinforced Armour.

Hive Tyrant

Type	Speed	Armour	Close Combat	Firefight
AV	20(30)cm	4+(5+)	3+	5+

Weapon	Range	Firepower	Notes
Venom Cannon	30cm	AP5+/AT6+	-
Scything Talons	(Base Contact)	Assault Weapons	Extra Attack (+1), MW

Notes: Commander, Fearless, Leader, 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 30cm, however its armour save is reduced to 5+. The different values for taking wings are shown in brackets above).

Venomfex (Malefactor, Exocrine)
Either 1 Venomfex per base or 1 Malefactor or 1 Exocrine.

Type	Speed	Armour	Close Combat	Firefight
AV	20cm	5+	5+	5+

Weapon	Range	Firepower	Notes
4xVenom Cannon	30cm	AP5+/AT6+	-

Notes: Brood, Reinforced Armour.

Light Vehicle Units

Biovore (Dactylis)
Either 2 Biovore per base or 1 Dactylis.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Spore Mines	45cm	BP1	Disrupt, Indirect Fire

Notes: Brood.

Meiotic Spore Sac

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	10cm	5+	-	6+

Weapon	Range	Firepower	Notes
Explosive Spores	15cm	AA5+	Disrupt

Notes: Expendable, Skimmer, Scout. Meitoic Spore Sac may contest objectives but may not claim them.

Zoanthrope

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	5+	6+	5+

Weapon		Range	Firepower	Notes
Warp Blast		15cm	AP5+/AT5+	-
	and	(15cm)	Small Arms	MW

Notes: Brood, Leader, Reinforced Armour. The Zoanthrope's Warp Blast does not give an extra attack, instead it adds the Macro-weapon ability to the unit's Firefight value.

Infantry Units

Broodlord

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-

Weapon	Range	Firepower	Notes
Scything Talons	(Base Contact)	Assault Weapons	Extra Attack (+1), MW

Notes: Character, Inspiring, Invulnerable Save, Leader.

Gargoyle

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	-	6+	6+

Weapon	Range	Firepower	Notes
Fleshborer	(15cm)	Small Arms	-
Swarm Strike	15cm	AA6+	-

Notes: Brood, Jump Pack.

Genestealers

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	6+	4+	-

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

Notes: First Strike, Infiltrator, Scout.

Hormagaunt

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	-	5+	-

Weapon	Range	Firepower	Notes
Scything Talons	(Base Contact)	Assault Weapons	Extra Attack (+1)

Notes: Brood, Infiltrator, Without Number.

Lictors

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	-

Weapon	Range	Firepower	Notes
Scything Talons	(Base Contact)	Assault Weapons	Extra Attack (+1), MW

Notes: First Strike, Infiltrator, Reinforced Armour, Scout, Teleport.
Lictors can contest objectives but may not claim them.

Ravener

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	3+	6+

Weapon	Range	Firepower	Notes
Deathspitters	(15cm)	Small Arms	-
Scything Talons	(Base Contact)	Assault Weapons	Extra Attack (+1)

Notes: Brood, Infiltrator.

Termagant

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	-	6+	6+

Weapon	Range	Firepower	Notes
Fleshborer	(15cm)	Small Arms	-

Notes: Brood, Without Number.

Tyranid Warriors

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	3+	5+

Weapon	Range	Firepower	Notes
Venom Cannon	30cm	AP5+/AT6+	-
Deathspitters	(15cm)	Small Arms	-
Rending Claws	(Base Contact)	Assault Weapons	Extra Attack (+1)

Notes: Fearless, Synapse.

Tyranid Army List

Tyranid armies have a strategy rating of 1.
Independent and Synapse-led formations have an initiative rating of 2+.
Brood-only formations have an initiative rating of 4+.

Tyranid Common Swarms

Formation:	Assault Swarm	Cost
Units:	3xTyranid Warriors. 8xTermagants/Hormagaunts (any combination).	200pts
Upgrades:	Replace 1 Tyranid Warrior with Hive Tyrant.	+50pts/model
	Add any number of Termagaunts/Hormagaunts (any combination).	+15pts/model
	Add up to 3 Zoanthropes.	+35pts/model
	Add up to 8 Gargoyles.	+20pts/model
	Add up to 3 Carnifex/ Venomfex (any combination).	+40pts/model
	Add up to 2 Biovores/ Dactylis (any combination).	+60pts/model
	Add up to 1 Heirodule, Barbed/Scythed (any combination).	+100pts/model

Formation:	Greater Assault Swarm	
Units:	6xTyranid Warriors. 16xTermagants/ Hormagaunts (any combination).	375pts
Upgrades:	Double the upgrades for Assault Swarm.	-

One Brute/ Greater Brute Swarm allowed per Assault/ Greater Assault Swarm taken.

Formation:	Brute Swarm	Cost
Units:	1xHive Tyrant. 3xCarnifex/ Venomfex (any combination).	225pts
Upgrades:	Add any number of Termagaunts/Hormagaunts (any combination).	+15pts/model
	Add up to 3 Zoanthropes.	+35pts/model
	Add up to 6 Carnifex/ Venomfex (any combination).	+40pts/model
	Add up to 4 Biovores/Dactylis (any combination).	+60pts/model
	Add up to 2 Heirodule, Barbed/Scythed (any combination).	+100pts/model

Formation:	Greater Brute Swarm	
Units:	2xHive Tyrant. 6xCarnifex/ Venomfex (any combination).	425pts
Upgrades:	Double the upgrades for Brute Swarm.	-

Formation:	0-1 Dominatrix Swarm	Cost
Units:	1xDominatrix.	550pts
Upgrades:	Add any number of Termagaunts/Hormagaunts (any combination).	+15pts/model
	Add up to 3 Zoanthropes.	+35pts/model
	Add up to 6 Carnifex/ Venomfex (any combination).	+40pts/model
	Add up to 4 Biovores/Dactylis (any combination).	+50pts/model
	Add up to 4 Heirodule, Barbed/Scythed (any combination).	+125pts/model

Formation:	Nest Swarm	Cost
Units:	1xSynapse Node. 4xTermagant/Hormagaunt (any combination)	175pts
Upgrades:	Add any number of Termagaunts/Hormagaunts (any combination).	+15pts/model
	Add up to 3 Zoanthropes.	+35pts/model
	Add up to 3 Carnifex/ Venomfex (any combination).	+40pts/model
	Add up to 4 Biovores/Dactylis (any combination).	+60pts/model

Formation:	0-1 Spawning Pool (Held in reserve off-table)	Cost
Units:	-	-
Upgrades:	Add any number of Termagaunts/Hormagaunts (any combination).	+15pts/model

Tyranid Rare Swarms

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

Formation:	Aerial Spore Swarm	Cost
Units:	6xMeiotic Spore Sacs.	150pts
Upgrades:	Add up to 3 Meiotic Spore Sacs.	+25pts/model

Formation:	Genestealer Swarm	Cost
Units:	6xGenestealers.	150pts
Upgrades:	Add up to 3 Genestealers.	+25pts/model
	Add Broodlord to 1 Genestealer unit.	+25pts

Formation:	Lictor Swarm	Cost
Units:	3xLictors.	150pts
Upgrades:	Add up to 3 Lictors.	+50pts/model

Formation:	Harassment Swarm	Cost
Units:	1xHarridan.	150pts
Upgrades:	Add any number of Gargoyles.	+20pts/model

Formation:	Subterranean Swarm	Cost
Units:	1xTrygon.	125pts
Upgrades:	Add up to four of Raveners.	+30pts/model

Formation:	Greater Subterranean Swarm	
Units:	2xTrygon.	225pts
Upgrades:	Double the upgrades for Subterranean Swarm.	-

Formation:	Heirophant Bio-titan	Cost
Units:	1xHeirophant.	300pts
Upgrades:	None.	-

Formation:	Hydraphant Bio-titan	Cost
Units:	1xHydraphant.	550pts
Upgrades:	None.	-

Splinter Fleet Churoninx Tyranid Army Summary

Strategy Rating: 1   **Initiative Rating:** 2+ (Brood-only: 4+)

Tyranid Units Summary

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Biovore (Dactylis)	LV	15cm	5+	6+	6+	Spore Mines	45cm	BP1	Brood Disrupt, Indirect
Broodlord	CH	-	n/a	n/a	n/a	Scything Talons	(Base)	Assault Weapons	Character, Inspiring, Invulnerable Save, Leader Extra Attack (+1), MW
Carnifex (Haruspex)	AV	20cm	4+	3+	6+	Scything Talons	(Base)	Assault Weapons	Brood, Reinforced Armour Extra Attack (+1), MW
Dominatrix	WE	20cm	4+	3+	5+	 Energy Pulse Bio-Cannon Bio-Acid Vomit Gargantuan Claws	 30cm (15cm) 45cm Flame (Base)	 AP4+/AT4+/AA5+ Small Arms 2xAP3+/AT4+ AP4+/AT5+ Assault Weapons	DC8, Critical= see datasheet. Fearless, Invulnerable Save, Reinforced Armour, Supreme Commander, Synapse - Extra Attack (+1), MW Fixed Forward Forward, Ignore Cover Extra Attack (+2), TK (D3)
Gargoyle	INF	30cm	-	6+	6+	Swarm Strike	15cm	AA6+	Brood, Jump Pack -
Genestealer	INF	20cm	-	4+	-	Rending Claws	(Base)	Assault Weapons	First Strike, Infiltrator, Scout Extra Attack (+1)
Harridan	WE	35cm	5+	4+	5+	 Bio-Cannon Crushing Claws	 45cm (Base)	 2xAP3+/AT4+ Assault Weapons	DC3, Critical= Destroyed. Fearless, Leader, Reinforced Armour, Skimmer, Synapse, Transport Fixed Forward Extra Attack (+1), MW
Heirodule, Barbed	WE	20cm	5+	4+	5+	 Bio-Cannon Scything Talons	 45cm (Base)	 2xAP3+/AT4+ Assault Weapons	DC3, Critical= Destroyed. Brood, Reinforced Armour Forward Arc Extra Attack (+1), MW
Heirodule, Scythed	WE	20cm	4+	3+	5+	 Acid Spray Massive Claws	 (15cm) (Base)	 Small Arms Assault Weapons	DC3, Critical=Destroyed. Brood, Reinforced Armour Extra Attack (+2) Extra Attack (+2), TK (1)
Heirophant	WE	25cm	5+	3+	5+	 2xBio-Cannon Massive Claws	 45cm (Base)	 2xAP3+/AT4+ Assault Weapons	DC6, Critical= see datasheet. Fearless, Invulnerable Save, Reinforced Armour, Resilient Forward Arc Extra Attack (+2), TK (1)
Hive Tyrant (Winged)	AV	20cm 30cm	4+ 5+	3+	5+	 Venom Cannon Scything Talons	 30cm (Base)	 AP5+/AT6+ Assault Weapons	Commander, Fearless, Leader, Reinforced Armour, Synapse Jump Pack - Extra Attack (+1), MW
Hormagaunt	INF	20cm	-	5+	-	Scything Talons	(Base)	Assault Weapons	Brood, Infiltrator, Without Number Extra Attack (+1)

Unit	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Hydraphant	WE	20cm	4+	3+	5+				DC10, Critical= see datasheet. Fearless, Invulnerable Save, Reinforced Armour, Resilient
						Bio-Acid Vomit	Flame	AP4+/AT5+	Forward Arc, Ignore Cover
						Bio-Cannon	45cm	2xAP3+/AT4+	Forward Arc
						Gargantuan Claws	(Base)	Assault Weapons	Extra Attack (+2), TK (D3)
						Ripper Tentacles	(Base)	Assault Weapons	Extra Attack (+2), First Strike
Lictor	INF	15cm	6+	4+	-				First Strike, Infiltrator, Reinforced Armour, Scout, Teleport
						Scything Talons	(Base)	Assault Weapons	Extra Attack (+1), MW
Meiotic Spore Sac	LV	10cm	5+	-	6+				Expendable, Scout, Skimmer. May not capture objectives.
						Explosive Spores	15cm	AA5+	Disrupt
Ravener	INF	25cm	5+	3+	6+				Brood, Infiltrator
						Scything Talons	(Base)	Assault Weapons	Extra Attack (+1)
Synapse Node	WE	0cm	4+	6+	6+				DC3, Critical= Destroyed. Fearless, Leader, Reinforced Armour, Thick Rear Armour, Synapse
						Ripper Swarms	(15cm)	Small Arms	-
							(Base)	Assault Weapons	-
Termagant	INF	20cm	-	6+	6+				Brood, Without Number
						Fleshborer	(15cm)	Small Arms	-
Trygon	WE	25cm	4+	3+	5+				DC3, Critical=Destroyed. Fearless, Leader, Reinforced Armour, Synapse, Transport, Tunneller
						Bio-Electric Field	15cm	2xAP3+/AT6+	Forward Arc
						Vicious Claws	(Base)	Assault Weapons	Extra Attack (+2)
Tyranid Warriors	INF	20cm	5+	3+	5+				Fearless, Synapse
						Venom Cannon	30cm	AP5+/AT6+	-
						Scything Talons	(Base)	Assault Weapons	Extra Attack (+1)
Venomfex (Exocrine, Malefactor)	AV	20cm	5+	5+	5+				Brood, Reinforced Armour
						4xVenom Cannons	30cm	AP5+/AT6+	-
Zoanthrope	LV	20cm	5+	6+	5+				Brood, Leader, Reinforced Armour
						Warp Blast	15cm	AP5+/AT5+	-
							(15cm)	Small Arms	MW

Tyranid Special Rules Summary

- **Brood & Synapse:** Brood units are Expendable if formation contains at least one Synapse unit. Brood unit cannot contest or capture objectives.
- **Cannon Fodder:** May respawn destroyed or reserve Termagant/Hormagaunt units to Synapse led formations. Termagant/Hormagaunt unit counts as ½ kill for enemy Assault Modifiers.
- **Kill The Synapse:** Formation with most Synapse units (count DC for Synapse War Engines) is Break Their Spirit objective, destroy all Synapse units in it to complete.
- **Relentless:** +1 to Engage and Rally rolls. Formations with only Brood units remaining do not benefit.
- **Resilient:** Tyranid Bio-titans (Heirophant & Hydraphant) regain 1 lost DC in each End Phase. Cannot have more DC than starting strength.
- **Stampede:** Infantry & LV units auto-pass Dangerous Terrain rolls. AV & WE units auto-pass Dangerous Terrain rolls with -5cm to each move in such terrain. Applies to all Tyranid units.

Epic Armageddon Special Rules Summary

- **Expendable:** Expendable units do not cause Blast Markers when destroyed, or hit by Disrupt weapons.
- **Flame Template:** Uses the 7" teardrop 'flame' template. Each unit under template is hit, War Engines under centre line receive half their Damage Capacity in hits- roll to hit as normal.
- **Tunneller:** May deploy using the Tunnellers special rule (Epic Armageddon rulebook, pg 168).