

Epic UK presents

Codex: Tyrants

*An unofficial codex for use with Games Workshop's Epic
Armageddon rule set*

Version: 110929

Information

More information about the Tyranids

For more information into the background of the Tyranids, please purchase the Warhammer 40,000 Tyranid Codexes © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

Thank you

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament war-game, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within the book wouldn't have been a reality.

Pictures

All miniatures photographed within this book are © Games Workshop 2003. All rights reserved. Used without permission – models painted by Tim Hunt & Ryan Dowes.

Text

All text (including stories) is an unofficial production created by EPIC UK derived, without permission, upon the Warhammer intellectual property owned by Games Workshop Ltd.

Disclaimer

This book is completely unofficial and in no way endorsed by Games Workshop Limited.

Adeptus Astartes, Battlefleet Gothic, Black Flame, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, The Blood Bowl Spike Device, Cadian, Catachan, the Chaos device, Cityfight, the Chaos logo, Citadel, Citadel Device, City of the Damned, Codex, Daemonhunters, Dark Angels, Dark Eldar, Dark Future, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, the Hammer of Sigmar logo, Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khemri, Khorne, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda Plate logo, Necron, Nurgle, Space Marine, Space Marine skull devices, Sisters of Battle, Skaven, the Skaven symbol devices, Slaanesh, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, Twin Tailed Comet Logo, Tyranid, Tyranid, Tzeentch, Ultramarines, Warhammer, Warhammer Historical, Warhammer Online, Warhammer 40k Device, Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

Contents

Page 1.	Codex: Tyranids
Page 2.	Information
Page 3.	Contents
Page 4.	Tyranid special rules
Page 5-9.	Tyranid units
Page 10.	Codex Tyranid Army List
Page 12.	EPIC UK Tyranids: What, How and Why

Tyranid Special Rules

Synapse - Units that are more directly influenced by the Tyranid Hive Mind. A formation that has Synapse units in it can capture objectives, if the formation has lost its Synapse units or did not start with any then they may only contest an objective. Plus, formations that include at least one Synapse unit don't receive blast markers for Gargoyle, Hormagaunt or Termagant units that are killed, and don't count Gargoyle, Hormagaunt or Termagant units that are lost in an assault when working out who has won the combat.


The Hunger - All Tyranid formations receive a +1 modifier to their action test roll if they are rolling for an Engage or Rally roll. This represents the overwhelming control of the Hive Mind to push its forces forward into combat and retain control over its minions.

The Fast & The Slithering - Tyranids are creatures that can cover terrain very easily. Tyranid war engines, armoured vehicles and light vehicles do not have to take difficult terrain tests. They are assumed to automatically pass. Impassable terrain is still impassable to them.

Tyranid Units


Biovore				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Small Spore Mines	30cm	1BP	Disrupt, Indirect Fire	

Notes:




Carnifex				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	3+	6+
Weapon	Range	Firepower	Notes	
Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), MW	
Spore Cysts	(15cm)	Small Arms	-	

Notes: Reinforced Armour



Dactylis				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Spore Mines	45cm	1BP	Disrupt, Indirect Fire	

Notes: Reinforced Armour




Dominatrix				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Energy Pulse	30cm	AP4+/AT4+/AA5+	-	
	or (15cm)	Small Arms	Extra Attack (+1), MW	
Bio-Cannon	45cm	2xAP3+/AT4+	Fixed Forward	
Bio-Acid Vomit	15cm	3BP	Forward Arc, Ignore Cover	
Gargantuan Claws (Base Contact)		Assault Weapons	Extra Attack (+3), MW	

Notes: Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Synapse, Commander, Leader. As long as one Dominatrix is alive the army counts as having a single *Supreme Commander Re-Roll*. May step over units and impassible 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 is hit in a critical location and is instantly killed




Exocrine				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Large Venom Cannon	30cm	4xAP5+/AT6+	-	

Notes: Reinforced Armour




Gargoyle				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	-	6+	6+
Weapon	Range	Firepower	Notes	
Fleshborer	(15cm)	Small Arms	-	
Swarm Strike	15cm	AA6+	-	

Notes: Jump Pack. Formations that include at least one Synapse unit don't receive blast markers for Gargoyle units that are killed, and don't count Gargoyle units that are lost in an assault when working out who has won the combat.




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, Synapse




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 Weapons	Extra Attack (+1), MW	

Notes: Damage Capacity 3, Fearless, Leader, Reinforced Armour, Skimmer, Synapse, Transport (Six 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.



Haruspex				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	5+	5+	-
Weapon	Range	Firepower	Notes	
2x Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+1), MW	

Notes: Reinforced Armour




Hierodule				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Bio-Cannon	45cm	2xAP3+/AT4+	Forward Arc	
Crushing Claws	(Base Contact)	Assault Weapons	Extra Attack (+1), MW	

Notes: Damage Capacity 3, Fearless, Reinforced Armour
Critical Hit: The Hierodule's primary nerve plexus is destroyed, the creature is killed.


ADD IMAGE HERE

Hierophant				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Bio-Cannon	45cm	2xAP3+/AT4+	Forward Arc	
Massive Claws	(Base Contact)	Assault Weapons	Extra Attack (+3), MW	




Notes: Damage Capacity 4, Fearless, Reinforced Armour, Synapse
Critical Hit: Roll a D6 and consult the chart below:
 1- The Hierophant thrashes 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 is hit in a critical location and is instantly killed

Hive Nest				
Type	Speed	Armour	Close Combat	Firefight
War Engine	0cm	4+	5+	6+
Weapon	Range	Firepower	Notes	
Ripper Swarms	(15cm)	Small Arms	-	
	and (Base Contact)	Assault Weapons	Extra Attack (+1)	



Notes: Damage Capacity 3. Fearless, Leader, Reinforced Armour, Synapse, Thick Rear Armour
Critical Hit: The Hive Nest's primary nerve plexus is destroyed, the creature is killed.


Hive Tyrant				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20(30)cm	4+(5+)	3+	5+
Weapon	Range	Firepower	Notes	
Venon Cannon	30cm	AP5+/AT6+	-	
Scything Talons	(Base Contact)	Assault Weapons	Extra Attacks (+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.)

Hormagaunt


Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>20cm</i>	<i>-</i>	<i>5+</i>	<i>-</i>
Weapon	Range	Firepower	Notes	
<i>Talons</i>	<i>(Base Contact)</i>	<i>Assault Weapons</i>	<i>Extra Attack (+1)</i>	



Notes: Infiltrators. Formations that include at least one Synapse unit don't receive blast markers for Hormagaunt units that are killed, and don't count Hormagaunt units that are lost in an assault when working out who has won the combat.

Hydraphant


Type	Speed	Armour	Close Combat	Firefight
<i>War Engine</i>	<i>20cm</i>	<i>4+</i>	<i>3+</i>	<i>5+</i>
Weapon	Range	Firepower	Notes	
<i>Bio-Acid Vomit</i>	<i>15cm</i>	<i>3BP</i>	<i>Forward Arc, Ignore Cover</i>	
<i>Bio-Cannon</i>	<i>45cm</i>	<i>2xAP3+/AT4+</i>	<i>Fixed Forward</i>	
<i>Ripper Tentacles</i>	<i>(Base Contact)</i>	<i>Assault Weapons</i>	<i>Extra Attack (+2), TK(D3)</i>	
<i>Gargantuan Claws</i>	<i>(Base Contact)</i>	<i>Assault Weapons</i>	<i>Extra Attack (+3), MW</i>	



Notes: Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Synapse. May step over units and impassible or dangerous terrain that is lower than the Hydraphant's knees and up to 2cm wide.
Critical Hit: Roll a D6 and consult the chart below:
 1- The Hydraphant 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 Hydraphant is hit in a critical location and is instantly killed

Lictors


Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>20cm</i>	<i>6+</i>	<i>4+</i>	<i>-</i>
Weapon	Range	Firepower	Notes	
<i>Scything Talons</i>	<i>(Base Contact)</i>	<i>Assault Weapons</i>	<i>Extra Attacks (+1), MW</i>	



Notes: First Strike, Infiltrator, Scout, Teleport

Malefactor


Type	Speed	Armour	Close Combat	Firefight
<i>Armoured Vehicle</i>	<i>25cm</i>	<i>5+</i>	<i>6+</i>	<i>5+</i>
Weapon	Range	Firepower	Notes	
<i>Spine Arms</i>	<i>(15cm)</i>	<i>Small Arms</i>	<i>Extra Attacks (+2)</i>	



Notes: Reinforced Armour

Ravener

Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>20cm</i>	<i>5+</i>	<i>3+</i>	<i>6+</i>
Weapon	Range	Firepower	Notes	
<i>Deathspitters</i>	<i>(15cm)</i>	<i>Small Arms</i>	<i>-</i>	
<i>Scything Talons</i>	<i>(Base Contact)</i>	<i>Assault Weapons</i>	<i>Extra Attacks (+1), MW</i>	




Notes: Infiltrator, Teleport

Spore Mine Cluster

Type	Speed	Armour	Close Combat	Firefight
<i>Light Vehicle</i>	<i>10cm</i>	<i>5+</i>	-	<i>6+</i>
Weapon	Range	Firepower	Notes	
<i>Explosive Spores</i>	<i>15cm</i>	<i>AA5+</i>	<i>Disrupt</i>	


Notes: Skimmer, Scout



Termagant

Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>20cm</i>	-	<i>6+</i>	<i>5+</i>
Weapon	Range	Firepower	Notes	
<i>Fleshborer</i>	<i>(15cm)</i>	<i>Small Arms</i>	-	


Notes: Formations that include at least one Synapse unit don't receive blast markers for Termagant units that are killed, and don't count Termagant units that are lost in an assault when working out who has won the combat.



Trygon

Type	Speed	Armour	Close Combat	Firefight
<i>War Engine</i>	<i>20cm</i>	<i>4+</i>	<i>3+</i>	<i>5+</i>
Weapon	Range	Firepower	Notes	
<i>Bio-Electric Field</i>	<i>15cm</i>	<i>2xAP3+/AT6+</i>	<i>Forward Arc</i>	
<i>Vicious Claws</i>	<i>(Base Contact)</i>	<i>Assault Weapons</i>	<i>Extra Attacks (+1)</i>	


Notes: Damage Capacity 2, Fearless, Reinforced Armour, Synapse, Teleport, Infiltrator.
Critical Hit: The Trygon's primary nerve plexus is destroyed, the creature is killed.



Tyrannid Warriors

Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	<i>20cm</i>	<i>5+</i>	<i>3+</i>	<i>5+</i>
Weapon	Range	Firepower	Notes	
<i>Venon Cannon</i>	<i>30cm</i>	<i>AP5+/AT6+</i>	-	
<i>Deathspitters</i>	<i>(15cm)</i>	<i>Small Arms</i>	-	
<i>Rending Claws</i>	<i>(Base Contact)</i>	<i>Assault Weapons</i>	<i>Extra Attack (+1)</i>	


Notes: Fearless, Leader, Synapse



Zoanthrope

Type	Speed	Armour	Close Combat	Firefight
<i>Light Vehicle</i>	<i>20cm</i>	<i>5+</i>	<i>6+</i>	<i>5+</i>
Weapon	Range	Firepower	Notes	
<i>Warp Blast</i>	<i>30cm</i>	<i>AP5+/AT5+/AA6+</i>	-	
<i>and</i>	<i>(15cm)</i>	<i>Small Arms</i>	<i>MW</i>	

Notes: Skimmer, 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.



Codex Tyranid Army List

Tyranid armies have a strategy rating of 1. All Tyranid formations have an initiative rating of 2+, but receive modifiers depending on the action chosen when taking an action test. The 'Hunger' rule applies to all Tyranid formations.

Using the army List

- For every Core Formation taken a single Support Formation may also be taken.
- A maximum of a third of the points available to the army may be spent on Tyranid Rare Formations.
- Swarms come in two sizes, Normal and Big. The number of core units, stated in the tables below, refer to the *number of units* in a normal formation. If the points are paid for a Big formation then the number of units is doubled.
- Upgrades: A Tyranid formation may include any of the extra units listed in the 'Upgrades' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation.

TYRANID ARMY LIST				
Core Formations				
TYPE	CORE UNITS	POINTS COST		Upgrades Allowed
		NORMAL	BIG	
Assault Swarm	2 Tyranid Warriors and 8 Termagants	200	350	
	Replace 1 Tyranid Warrior with Hive Tyrant			+50pts/model
	Replace up to 6 Termagants with Hormagaunts			Free
	Add any number of Termagants			+15pts/model
	Add up to 3 Biovores			+35pts/model
	Add up to 3 Raveners			+35pts/model
	Add up to 5 Gargoyles			+20pts/model
	Add up to 3 Carnifexes / Zoanthropes / Haruspexes / Malefactors			+50pts/model
	Add up to 3 Exocrines			+50pts/model
	Add up to 1 Hierodule			+125pts/model
Brute Swarm	1 Hive Tyrant and 3 of the following: Carnifexes / Exocrines / Haruspexes / Malefactors	225	400	
	Add any number of Termagants			+15pts/model
	Add up to 4 Biovores			+35pts/model
	Add up to 3 Raveners			+35pts/model
	Add up to 6 Carnifexes / Exocrines / Haruspexes / Malefactors			+50pts/model
	Add up to 4 Dactylises / Zoanthropes			+50pts/model
	Add up to 2 Hierodules			+125pts/model

Support Formations				
TYPE	CORE UNITS	POINTS COST		Upgrades Allowed
		NORMAL	BIG	
Dominatrix	1 Dominatrix	500	n/a	
	Add any number of Termagants			+15pts/model
	Add up to 3 Raveners			+35pts/model
	Add up to 6 Carnifexes / Zoanthropes / Haruspexes / Malefactors / Exocrines / Dactylises			+50pts/model
	Add up to 4 Hierodules			+125pts/model
Genestealer Swarm	6 Genestealers	150pts	n/a	
	Add up to 3 Genestealers			+25pts/model
Nest Swarm	1 Hive Nest and 4 Termagants/Hormagaunts	175	400	
	Add any number of Termagants			+15pts/model
	Add up to 4 Biovores			+35pts/model
	Add up to 3 Zoanthropes / Raveners			+35pts/model
	Add up to 4 Exocrines / Dactylises			+50pts/model

Rare Formations			
TYPE	CORE UNITS	Cost	Upgrades Allowed
Spore Mine Swarm	6 Spore Mine Cluster units	150pts	Add up to 3 Spore Mine Clusters +50pts/model
Harassment Swarm	1 Harridan and 0-4 Gargoles	225pts	Add up to 2 Gargoyles +20pts/model
Hierophant Bio-titan	1 Hierophant	300pts	-
Hydraphant Bio-titan	1 Hydraphant	500pts	-
Lictor Swarm	4 Lictors	200pts	Add up to 3 Lictors at +50pts/model
Subterranean Swarm	1 Trygon and 2 Raveners	250pts	Add up to four Raveners at +30pts/model

EPIC UK Tyranids **What, How and Why**

So you've just finished reading through the lovely new EPIC UK Tyranid codex, however you have some questions; what has EPIC UK done? How have you done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we built each of the Tyranid army lists (not as scary as it sounds!).

The overall picture

With the success of the release of the EPIC UK lists and revisions to date and the success of the joint EPIC UK and Taccoms Tau list we decided to move on with a list that had previously not been accepted for EPIC UK tournaments, Tyranids.

Tyranid army book is born

So Tyranids it is then! Before this release there were several Tyranid army lists released on the internet. Parts of these have been used as inspiration for this list and we thank those that have worked on them.

One of the first issues that was discussed and tested upon was whether the main Assault Swarm should be allowed to garrison or not. To allow this Warriors and Termagants were given 15cm more and the option to add in faster units and lose the ability to garrison. This was later changed to limiting garrison forces and increasing the movement of tyranid infantry to 20cm.

Special Rules can make or break the feel of an army. Reviewing previous attempts these were seen as too long winded for a game where 'keeping it simple' is a guiding principle for the rules. With this in mind a single Synapse rule was created to encompass the power of the tyranid hive mind and its independently minded creatures. The perspective of a never ending wave of creatures was included with the ability to return Termagants and Hormagaunts. Leader was given to Hive Tyrant, Warriors & Zoanthropes to allow for formations to easily shed blast markers. As the army is designed to primarily engage its opponents tyranids were also given a boost to marching & engaging. Although the initial 3+ initiative with a +2 boost was downgraded to 2+ initiative and a +1 boost. Keeping with the K.I.S.S. principle tunnelling rules were dropped in favour of using the teleport special rule. This also helped speed up play.

To further change the feel of the army the need to take difficult terrain tests were removed from the army so the only thing that will stop the advance of a tyranid army is impassable terrain and the opposing army. This was later modified to only taking into account non-infantry units as it was felt that obstacles such as razor wire would still affect gaunts.

One of the biggest inclusions in the list was the adding of the 'grot' rule for the gaunts. This allowed tyranid players to be more aggressive with their assault swarms and to create a true hoard of alien nasties. This proved to be too effective with swarms surviving large quantities of shooting and still being able to take on and beat larger formations. To restrict the impact of this rule the size of the assault swarm was reduced making it possible for a round of shooting to be able to wipe out the formation.

War Engines have been chopped and changed a lot during the formulating of this list. At one stage the army could be played as a pure war engine list. These were fun games but lacked the flavour of the hoards of critters swarming over the battlefield threatening to overwhelm the opposing forces and so following the chaos list a support section was added in. A player can still go war engine heavy, but must include some swarms. If you have managed to read through everything; yes, you can have multiple Dominatrix in this list.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer your query as best as possible.

Thank you

The EPIC UK Team