

Tyranid

Core Formations (Unlimited)						
TYPE	CORE UNITS	NORMAL	BIG	EXTRAS	PTS/UNIT	
Assault Swarm	2 Tyranid Warrior units and 8 Termagant units	200	350	Replace 1 Tyranid Warrior with 1 Hive Tyrant	50	
				Replace upto 6 Termagants with Hormagaunts	Free	
				Add any number of Termagants	15	
				Add up to 3 Biovore	35	
				Add up to 3 Raveners	35	
				Add up to 5 Gargoyles	20	
				Add up to 3 Carnifexes / Zoanthropes / Haruspexes / Malefactors	50	
				Add up to 3 Exocrine	50	
	Add up to 1 Hierodule	125				
Brute Swarm	1 Hive Tyrant unit and 3 of the following:- Carnifexes / Exocrines / Haruspexes / Malefactors	225	400	Add any number of Termagants	15	
				Add up to 4 Biovores	35	
				Add up to 3 Raveners	35	
				Add up to 6 Carnifexes / Exocrines / Haruspexes / Malefactors	50	
				Add up to 4 Dactylises / Zoanthropes	50	
				Add up to 2 Hierodules	125	

Support Formations (One per Core)						
TYPE	CORE UNITS	NORMAL	BIG	EXTRAS	PTS/UNIT	
Dominatrix	1 Dominatrix	500	-	Add any number of Termagants	15	
				Add up to 3 Raveners	35	
				Add up to 6 Carnifexes / Zoanthropes / Haruspexes / Malefactors / Exocrines / Dactylises	50	
				Add up to 4 Hierodules	125	
Genestealer Swarm	6 Genestealer units	150	-	Add up to 3 Genestealer units	25	
Nest Swarm	1 Synapse Node and 4 Termagants / Hormagaunts	175	400	Add any number of Termagants	15	
				Add up to 4 Biovores	35	
				Add up to 3 Zoanthropes / Raveners	35	
				Add up to 4 Exocrines / Dactylises	50	

Rare Formations (Max 1/3rd of points allowed)				
TYPE	CORE UNITS	COST	UPGRADES ALLOWED	PTS/UNIT
Spore Mine Swarm	6 Spore Mine units	150	Add up to 3 Spore mine units	50
Harrassment Swarm	1 Harridan unit and 0-4 Gargoyle units	225	Add up to 2 Gargoyle units	20
Hierophant Bio-Titan	1 Hierophant titan	300		
Hydraphant Bio-Titan	1 Hydraphant titan	500		
Lictor Swarm	4 Lictor units	200	Add up to 3 lictor units	50
Subterranean Swarm	1 Trygon unit and 2 Ravener units	250	Add up to 4 Ravener units	30

Tyranids

Name	Type	Speed	Armour	CC	Strategy Rating 1		Initiative 2+		Notes
					FF	Weapons	Range	Firepower	
Biovore	LV	20cm	6+	6+	5+	Small Spore Mines	30cm	1BP, Disrupt, Indirect Fire	
Carnifex	AV	20cm	4+	3+	6+	Scything Talons Spore Cysts	Base Contact 15cm	Assault Wpn, MW EA+1 Small Arms	Reinforced Armour
Dactylis	AV	25cm	5+	6+	5+	Spore Mines	45cm	1BP, Disrupt, Indirect Fire	Reinforced Armour
Dominatrix	WE	20cm	4+	3+	4+	Gargantuan Claws Energy Pulse	Base Contact 30cm	Assault Wpn, MW EA+3 AP4+/AT4+/AA5+	DC 6 (Crit - See table below), Fearless, Invulnerable Save, Reinforced Armour, Synapse, Commander, Leader. As long as one Dominatrix is alive the army counts as having a supreme commander re-roll.
							OR 15cm	Small Arms, MW EA+1	
						Bio-Acid Vomit	15cm	3BP Fwd, Ignore Cover	
						Bio-Cannon	45cm	2 x AP3+/AT4+ FxF	
Exocrine	AV	25cm	5+	5+	5+	Large Venom Cannon	30cm	4 x AP5+/AT6+	Reinforced Armour
Gargoyle	Inf	30cm	-	6+	6+	Fleshborer Swarm Strike	15cm 15cm	Small Arms AA6+	Jump Packs
Genestealers	Inf	20cm	6+	4+	-	Rending Claws	Base Contact	EA+1	First Strike, Infiltrator, Scout, Synapse
Harridan	WE	35cm	5+	4+	5+	Crushing Claws Bio-Cannon	Base Contact 45cm	Assault Wpn, MW EA+1 2 x AP3+/AT4+ FxF	DC3 (Crit - dead), Fearless, Leader, Reinforced Armour, Skimmer, Synapse
Haruspex	AV	25cm	5+	5+	-	2 x Scything Talons	Base Contact	Assault Wpn MW EA+1	Reinforced Armour
Hierodule	WE	20cm	5+	4+	5+	Crushing Claws Bio-Cannon	Base Contact 45cm	Assault Wpn, MW EA+1 2 x AP3+/AT4+ Fwd	DC3 (Crit - dead), Fearless, Reinforced Armour
Hierophant	WE	25cm	5+	3+	5+	Massive Claws Bio-Cannon	Base Contact 45cm	Assault Wpn, MW EA+3 2 x AP3+/AT4+	DC4 (Crit - See table below), Fearless, Reinforced Armour, Synapse
Hive Nest	WE	0cm	4+	5+	6+	Ripper Swarms	Base Contact	Assault Wpn, EA+1	DC3 (Crit - dead), Fearless, Leader, Reinforced Armour, Synapse, Thick Rear Armour
							AND Small Arms		
HiveTyrant	AV	20cm 30cm	4+ 5+	3+	5+	Scything Talons Venom Cannon	Base Contact 30cm	Assault Wpn, MW EA+1 AP5+/AT6+	Commander, Fearless, Leader, Reinforced Armour, Synapse. (Gains Jump Pack if wings selected)
Hormagaunt	Inf	20cm	-	5+	-	Talons	Base Contact	Assault Wpn, EA+1	Infiltrators
Hydraphant	WE	20cm	4+	3+	5+	Gargantuan Claws Ripper Tentacles Bio-Acid Vomit Bio-Cannon	Base Contact Base Contact 15cm 45cm	Assault Wpn, MW EA+3 Assault Wpn, TK(D3), EA+2 3BP Fwd, Ignore Cover 2x AP3+/AT4+ FxF	DC 6 (Crit - See table below), Fearless, Invulnerable Save, Reinforced Armour, Synapse
Lictor	Inf	20cm	6+	4+	-	Scything Talons	Base Contact	Assault Wpn, MW EA+1	First Strike, Infiltrator, Scout, Teleport
Malefactor	AV	25cm	5+	6+	5+	Spine Arms	15cm	Small Arms, EA+2	Reinforced Armour
Ravener	Inf	20cm	5+	3+	6+	Scything Talons Deathspitters	Base Contact 15cm	Assault Wpn, MW EA+1 Small Arms	Infiltrator, Teleport
Spore Mine Cluster	Inf	10cm	5+	-	6+	Explosive Spores	15cm	AA5+, Disrupt	Skimmer, Scout
Termagant	Inf	20cm	-	6+	5+	Fleshborer	15cm	Small Arms	
Trygon	WE	20cm	4+	3+	5+	Vicious Claws Bio-Electric Field	Base Contact 15cm	Assault Wpn, EA+1 2 x AP3+/AT6+ Fwd	DC2 (Crit - dead), Fearless, Infiltrator, Reinforced Armour, Synapse, Teleport
Tyrannid Warriors	Inf	20cm	5+	3+	5+	Rending Claws Deathspitters Venom Cannon	Base Contact 15cm 30cm	Assault Wpn, EA+1 Small Arms AP5+/AT6+	Fearless, Leader, Synapse
Zoanthrope	LV	20cm	5+	6+	5+	Warp Blast	15cm	Small Arms, MW	Skimmer, Leader, Reinforced Armour
							AND 30cm	AP5+/AT5+/AA6+	

Special Rules

Synapse	A formation that includes at least one unit with synapse can claim objectives in the GT scenario.	Titan Critical
	Whilst a formation has at least on unit with synapse the formation does not receive blast markers for any Gargoyle, Hormagaunt or Termagant unit that is killed, and these units do not count as kills when working out combat resolution.	1 - Units in base to base take a MW6+ hit
The Hunger	Tyrannid formation receive +1 to Engage actions and when attempting to rally in the end phase.	2 - 5 - Lose and addition 1 DC
The Fast and Slithering	All Tyrannid units automatically pass and difficult terrain test.	6 - Unit dead
Transport Capacity	Harridan 6 Gargoyle units	