

Tyranids July

Detachment Name	Detachment Type	Half Strength	Morale Value	Points Cost
Bio Titan 1	Tyranid Bio-Titan Brood	9/18 DC	10	480
BioTitan2	Tyranid Bio-Titan Brood	9/18 DC	10	480
BioTitan3	Tyranid Bio-Titan Brood	9/18 DC	10	480
Dominatrix	Tyranid Hive Mind Synapse-Nexus	5/10 DC	10	490
NidFlyers3	Tyranid Flight Swarm	3/6 units	3	130
NidFlyers2	Tyranid Flight Swarm	3/6 units	3	130
Genestealers	Tyranid Mycetic Swarm	10/20 units	7	347
Termagaunts1	Tyranid Swarm	17/35 units	12	554
BiovoreLictors	Tyranid Mycetic Swarm	9/18 units	8	391
NidFlyers	Tyranid Flight Swarm	3/6 units	3	130
NidFlyers	Tyranid Flight Swarm	3/6 units	3	130
Artillery Swarm	Tyranid Swarm	9/18 units	10	466
Incompertus	Tyranid Swarm	9/19 units	5	241
Termagant Swarm 2	Tyranid Swarm	15/30 units	7	316
Genestealer Mycetic	Tyranid Mycetic Swarm	10/20 units	6	263
Army Totals:			107	5028

Detachment Name: Bio Titan 1

Detachment Type: Tyranid Bio-Titan Brood

File Version: Version 2.1 Epic Remastered

Half Strength: 9/18 DC

Morale Value: 10

Points Cost: 480

Bio-Titan Synapse: Bio-Titans automatically pass Leadership tests.

Bio-Titan Movement: Bio-Titans ignore terrain types and can cross dangerous and impassible terrain with no chance of getting stuck.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Hierophant Bio-Titan	WE	20 cm	WE	WE	30	6	18DC. . See Datasheet.

Detachment Name: BioTitan2

Detachment Type: Tyranid Bio-Titan Brood

File Version: Version 2.1 Epic Remastered

Half Strength: 9/18 DC

Morale Value: 10

Points Cost: 480

Bio-Titan Synapse: Bio-Titans automatically pass Leadership tests.

Bio-Titan Movement: Bio-Titans ignore terrain types and can cross dangerous and impassible terrain with no chance of getting stuck.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Hierophant Bio-Titan	WE	20 cm	WE	WE	30	6	18DC. . See Datasheet.

Detachment Name: BioTitan3

Detachment Type: Tyranid Bio-Titan Brood

File Version: Version 2.1 Epic Remastered

Half Strength: 9/18 DC

Morale Value: 10

Points Cost: 480

Bio-Titan Synapse: Bio-Titans automatically pass Leadership tests.

Bio-Titan Movement: Bio-Titans ignore terrain types and can cross dangerous and impassible terrain with no chance of getting stuck.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Hierophant Bio-Titan	WE	20 cm	WE	WE	30	6	18DC. . See Datasheet.

Detachment Name: Dominatrix		Half Strength: 5/10 DC						
Detachment Type: Tyranid Hive Mind Synapse-Nexus		Morale Value: 10						
File Version: Version 2.0 Epic Remastered		Points Cost: 490						
Dominatrix If the Dominatrix is in an assault or firefight, or supporting a close combat, you may re-roll combat Commander: resolution.								
Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Dominatrix (Psyker)	WE	15 cm	WE	WE	20	6	10DC. . See Datasheet.

Detachment Name: NidFlyers3		Half Strength: 3/6 units						
Detachment Type: Tyranid Flight Swarm		Morale Value: 3						
File Version: Version 2.0 Epic Remastered		Points Cost: 130						
Chain of Command: Harridan > Gargoyles.								
Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.								
Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
5	Gargoyle unit	Fly	Flyer	15 cm	1	1/1	3+	
1	Harridan	Fly	Flyer	30 cm	6	1/5	5+	
Totals:					11	0		

Detachment Name: NidFlyers2		Half Strength: 3/6 units						
Detachment Type: Tyranid Flight Swarm		Morale Value: 3						
File Version: Version 2.0 Epic Remastered		Points Cost: 130						
Chain of Command: Harridan > Gargoyles.								
Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.								
Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
5	Gargoyle unit	Fly	Flyer	15 cm	1	1/1	3+	
1	Harridan	Fly	Flyer	30 cm	6	1/5	5+	
Totals:					11	0		

Detachment Name: Genestealers		Half Strength: 10/20 units						
Detachment Type: Tyranid Mycetic Swarm		Morale Value: 7						
File Version: Version 2.0 Epic Remastered		Points Cost: 347						
Chain of Command: Hive Tyrant > Tyranid Warrior/Zoanthrope > any other unit.								
Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.								
Mycetic Swarm: This swarm always uses the Drop Pod rules, regardless of scenario.								
Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
10	Genestealer unit	INF	15/30 cm	—	0	6	4+	
3	Tyranid Warrior unit	INF	15/30 cm	30 cm	2	4	5+	Synapse Creature
3	Zoanthrope v2	INF	10/20 cm	15 cm	Macro Weapon	2	4+	Psyker, Save, Synapse Creature
3	Carnifex	VEH	15/30 cm	30 cm	2	4	6	Rampage, Walker
1	Hive Tyrant	VEH	15/30 cm	30 cm	2	6	6	Psyker, Save, Synapse Creature, Walker
Totals:					14	96		

Detachment Name: Termagaunts1
Detachment Type: Tyranid Swarm
File Version: Version 2.0 Epic Remastered

Half Strength: 17/35 units
Morale Value: 12
Points Cost: 554

Chain of Command: Hive Tyrant > Tyranid Warrior/Zoanthrope > any other unit.

Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
2	Genestealer unit	INF	15/30 cm	—	0	6	4+	
5	Hormagaunt unit	INF	20/40 cm	—	0	3	3+	
10	Termagant unit	INF	15/30 cm	15 cm	1	2	3+	
6	Tyranid Warrior unit	INF	15/30 cm	30 cm	2	4	5+	Synapse Creature
9	Assault Spawn	VEH	25 cm	15 cm	2	4	6	Rampage, Transport (2)
2	Carnifex	VEH	15/30 cm	30 cm	2	4	6	Rampage, Walker
1	Hive Tyrant	VEH	15/30 cm	30 cm	2	6	6	Psyker, Save, Synapse Creature, Walker
Totals:					46	121		

Detachment Name: BiovoreLictors
Detachment Type: Tyranid Mycetic Swarm
File Version: Version 2.0 Epic Remastered

Half Strength: 9/18 units
Morale Value: 8
Points Cost: 391

Chain of Command: Hive Tyrant > Tyranid Warrior/Zoanthrope > any other unit.

Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.

Mycetic Swarm: This swarm always uses the Drop Pod rules, regardless of scenario.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
6	Biovore	INF	10/20 cm	60 cm	Disrupt	1	4+	Artillery
9	Lictor	INF	15/30 cm	—	0	4	6	Infiltrators
2	Tyranid Warrior unit	INF	15/30 cm	30 cm	2	4	5+	Synapse Creature
1	Hive Tyrant	VEH	15/30 cm	30 cm	2	6	6	Psyker, Save, Synapse Creature, Walker
Totals:					6	56		

Detachment Name: NidFlyers
Detachment Type: Tyranid Flight Swarm
File Version: Version 2.0 Epic Remastered

Half Strength: 3/6 units
Morale Value: 3
Points Cost: 130

Chain of Command: Harridan > Gargoyles.

Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
5	Gargoyle unit	Fly	Flyer	15 cm	1	1/1	3+	
1	Harridan	Fly	Flyer	30 cm	6	1/5	5+	
Totals:					11	0		

Detachment Name: NidFlyers
Detachment Type: Tyranid Flight Swarm
File Version: Version 2.0 Epic Remastered

Half Strength: 3/6 units
Morale Value: 3
Points Cost: 130

Chain of Command: Harridan > Gargoyles.

Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
5	Gargoyle unit	Fly	Flyer	15 cm	1	1/1	3+	
1	Harridan	Fly	Flyer	30 cm	6	1/5	5+	
Totals:					11	0		

Detachment Name: Artillery Swarm
Detachment Type: Tyranid Swarm
File Version: Version 2.0 Epic Remastered

Half Strength: 9/18 units
Morale Value: 10
Points Cost: 466

Chain of Command: Hive Tyrant > Tyranid Warrior/Zoanthrope > any other unit.

Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
6	Biovore	INF	10/20 cm	60 cm	Disrupt	1	4+	Artillery
3	Tyranid Warrior unit	INF	15/30 cm	30 cm	2	4	5+	Synapse Creature
6	Assault Spawn	VEH	25 cm	15 cm	2	4	6	Rampage, Transport (2)
3	Dactylis	VEH	15 cm	60 cm	Barrage	2	6	Artillery
Totals:					18	48		

Detachment Name: Incompertus
Detachment Type: Tyranid Swarm
File Version: Version 2.0 Epic Remastered

Half Strength: 9/19 units
Morale Value: 5
Points Cost: 241

Chain of Command: Hive Tyrant > Tyranid Warrior/Zoanthrope > any other unit.

Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
2	Genestealer unit	INF	15/30 cm	—	0	6	4+	
5	Hormagaunt unit	INF	20/40 cm	—	0	3	3+	
5	Termagant unit	INF	15/30 cm	15 cm	1	2	3+	
4	Tyranid Warrior unit	INF	15/30 cm	30 cm	2	4	5+	Synapse Creature
3	Zoanthrope v2	INF	10/20 cm	15 cm	Macro Weapon	2	4+	Psyker, Save, Synapse Creature
Totals:					13	59		

Detachment Name: Termagant Swarm 2
Detachment Type: Tyranid Swarm
File Version: Version 2.0 Epic Remastered

Half Strength: 15/30 units
Morale Value: 7
Points Cost: 316

Chain of Command: Hive Tyrant > Tyranid Warrior/Zoanthrope > any other unit.

Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
2	Genestealer unit	INF	15/30 cm	—	0	6	4+	
5	Hormagaunt unit	INF	20/40 cm	—	0	3	3+	
20	Termagant unit	INF	15/30 cm	15 cm	1	2	3+	
1	Tyranid Warrior unit	INF	15/30 cm	30 cm	2	4	5+	Synapse Creature
2	Hive Tyrant	VEH	15/30 cm	30 cm	2	6	6	Psyker, Save, Synapse Creature, Walker
Totals:					26	83		

Detachment Name: Genestealer Mycetic
Detachment Type: Tyranid Mycetic Swarm
File Version: Version 2.0 Epic Remastered

Half Strength: 10/20 units
Morale Value: 6
Points Cost: 263

Chain of Command: Hive Tyrant > Tyranid Warrior/Zoanthrope > any other unit.

Synapse: As long as this Detachment contains any Synapse Creatures, it auto-passes Leadership tests and cannot be broken. Retreat as normal.

Mycetic Swarm: This swarm always uses the Drop Pod rules, regardless of scenario.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
4	Genestealer unit	INF	15/30 cm	—	0	6	4+	
5	Hormagaunt unit	INF	20/40 cm	—	0	3	3+	
1	Lictor	INF	15/30 cm	—	0	4	6	Infiltrators
5	Termagant unit	INF	15/30 cm	15 cm	1	2	3+	
1	Tyranid Warrior unit	INF	15/30 cm	30 cm	2	4	5+	Synapse Creature
3	Zoanthrope v2	INF	10/20 cm	15 cm	Macro Weapon	2	4+	Psyker, Save, Synapse Creature
1	Hive Tyrant	VEH	15/30 cm	30 cm	2	6	6	Psyker, Save, Synapse Creature, Walker
Totals:					9	69		

Special Abilities Summary

Artillery: No line of sight required for shooting. Can go on Preparatory Bombardment Special Orders.

Infiltrators: Either deploy up to 30 cm outside deployment zone, or get an extra 30 cm Speed when arriving on the table. In command if within 60 cm of HQ.

Psyker: Can use and nullify Psychic Fate Cards. Gives an advantage in assaults.

Rampage: In close combat, make two rolls to hit. If in BtB with enemy and losing, unit dies instead of retreating.

Save: 4+ Save against all hits.

Synapse Creature: Allows Synapse or Brood Telepathy rules to work.

Transport (X): X Infantry units can be carried. Embarking/disembarking costs 5 cm for both Transport and Infantry.

Walker: Moves as an Infantry unit.

Super-heavy Weapons Summary

Barrage: Firepower = number of units under Barrage template (any part of Vehicle, centre of Infantry). Add to Firepower total of detachment.

Disrupt: Does not cause hits. Inflict a Blast marker on a 4+.

Macro Weapon: Choose between Infantry targets or Vehicle targets. Hits on a 4+ regardless of Armour or Cover.

Total Units:

Assault Spawn: 15

Biovore: 12

Carnifex: 5

Dactylis: 3

Dominatrix (Psyker): 1

Gargoyle unit: 20

Genestealer unit: 20

Harridan: 4

Hierophant Bio-Titan: 3
Hive Tyrant: 6
Hormagaunt unit: 20
Lictor: 10
Termagant unit: 40
Tyranid Warrior unit: 20
Zoanthrope v2: 9