

SHIPS OF THE TYRANIDS



BATTLEFLEET GOTHIC

Original Game Design and Development

Andy Chambers, Gavin Thorpe, Jervis Johnson

Revised Edition

Plaxor, Afterimagedan, The Specialist Games Community

Artwork & Graphics

John Blanche, Richard Wright, Alex Boyd,
Wayne England, Des Hanley, Neil Hodgson,
Nuala Kennedy, Paul Smith, John Wigley, Talima Fox

Miniatures, Models, & Painting

Tim Adcock, Dave Andrews, Owen Branham, Mark Jones,
Chris Smart, Dave Thomas, Matt Parkes, Keith Robertson,
Martin Footitt, Stuart Thomas, Richard Baker, Neil Green

Special Thanks

Nate Montes, Bob Henderson, Ray Bell, Pete Haines,
Gary 'Slim' Parsons, Roger Gerrish, Jes Goodwin, Rick Priestly,
John Carter, Che Webster & Richard Hodgekinson

Roy 'Horizon' Amkreutz, Fred Martinson, W.S. Scott Boyd,
Robert C.M. Passovoy, Aaron Dickey, Sam Stewart,
Stephen Cundiff, Colin Young, Dex Sy, Brandon Pooley,
Wesley Herndon, Florian Piening, John Lamshead,
Matt Sprang & The 40k Specialist Games Community



THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

THE TYRANID HIVE FLEETS

DEVOURERS OF WORLDS



From the great blackness beyond the edge of the galaxy they are brought forth, driven by a ravenous, insatiable hunger. These creatures have many names, for all races come to loathe and fear them. They are the Great Devourer, the Doom of All Things, the Penance of the Eldar Gods, the Shadow in the Warp. They are the Tyranids, and they have come to consume us all.

They have been the bane of all organic life for countless eons, devourers of worlds and the agents of the fall of more species and civilizations than even the God-Emperor's Great Crusade can boast. As the menace of the Tyranid Hive Fleets Kraken, Behemoth, and Leviathan stretch across the southern and eastern arms of the galaxy, great swathes of space and even entire sectors have disappeared from the Emperor's Light beneath the vast, all-encompassing shadow of the Hive Mind.

THE INTERGALACTIC PREDATOR

The Tyranids are not native to our galaxy. They have traveled the bleak intergalactic void for millennia, but why they made this perilous journey is unknown. Had they already consumed everything of worth in their own galaxy, or are they fleeing from an even more fearsome danger? It is possible that the Tyranids have simply been preying on galaxies since time immemorial and ours is little more than their next meal. Whatever the truth, for Tyranids to have endured such an epic voyage, it must

have required both the greatest of single-mindedness and unimaginable amounts of energy. During their eons long journey through empty space, the Tyranids have slumbered in a state of near-frozen hibernation. Now, they are here, intruding into the galaxy like a disease into a healthier body. They have awoken, they are hungry, and the survival of every living being hangs in the balance.

ETERNAL HUNGER

Tyranids do not conquer worlds for territory, pride or vengeance - they care naught for the former and it is doubtful that they even comprehend the latter. Rather, they invade to harvest a planet's rich organic biomass and feed their insatiable hunger. When the Tyranids invade a planet, every action of every creature is honed to but one goal: The complete and utter absorption of that world's ecosystems and bio-resources.

When the Hive Fleet has located a suitable prey world, it disgorges a swarm of creatures into the atmosphere. Mycetic Spores rain from the skies in the thousands, crashing into the surface to break open on impact. From the fleshy remains, broods of warrior organisms emerge; vast tides of creatures that flood the landscape in a sea of claws and teeth. The skies turn red as alien spores choke the atmosphere, then blacken as clouds of winged horrors descend from above. Soon the prey world is seething with Tyranid bioforms. The ravenous hordes spread across the surface, slaughtering the planet's inhabitants like so much cattle. Not even plant life remains untouched - all organic matter is consumed to feed the Hive.

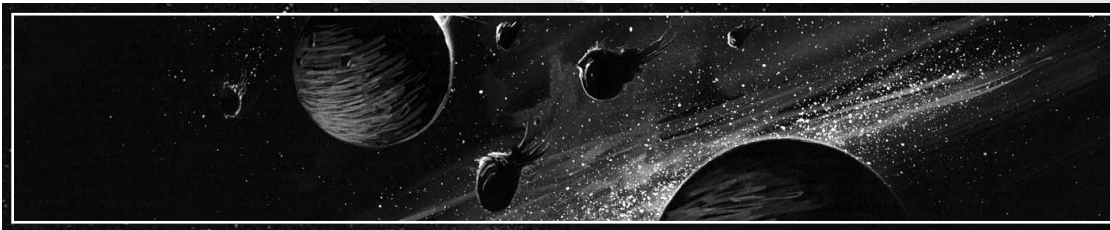
Smaller Tyranids are expended by the billions during such invasions, all so that the whole might endure. As a result, the Tyranids require an endless supply of biomass from which new organisms can be grown, biomass that can only be taken from worlds rich in life.

A Hive Fleet's vast armies are spawned for the express purpose of swiftly overcoming a world's defenders, leaving it safe for the Tyranids to perform their gruesome work. Writhing tides of feeder organisms, the most numerous of which are Ripper swarms, flood across the defenseless planet, consuming every scrap of flesh, vegetation, and even the tiniest microbes. Having gorged themselves, these Tyranids return to large digestion pools where they, and the biomatter they have devoured, are dissolved into a rich biological gruel that is funneled up through vast capillary towers and pumped into orbit to be absorbed by the Tyranid Hive Ships. When every shred of biomass is assimilated, the Tyranids leave in search of fresh feeding grounds, leaving a scoured, lifeless wasteland in their wake.

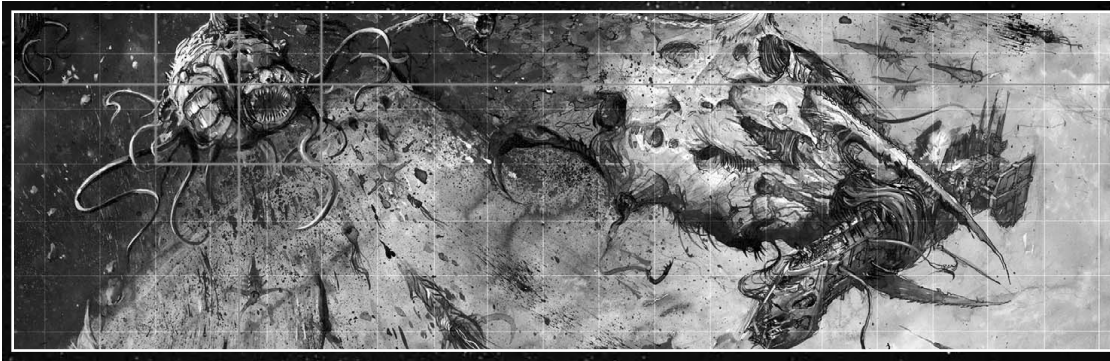
THE HIVE MIND

Imperial scientists believe that Hive Ships and their attendant Drone Ships have a deep connection to the Hive Mind - the over-arching consciousness of the Tyrannic race. This pervasive psychic contact permeates the area around the Hive Fleet to such an extent that Warp space is distorted for light years around the fleet's position. Travel through the Warp becomes increasingly uncertain near the Tyranid fleets, and even astro-telepathy becomes exceptionally unreliable or completely useless.

Many Astropaths and Navigators have lost their minds in battle with the Tyranids, and entire Imperial fleets have been crippled by dangerous Warp currents. Thus, confusion and terror always precede their arrival as their fleets cast a suffocating shadow over the doomed worlds in their path.



HISTORY OF THE TYRANIDS



THE HIVE FLEETS

The Tyranid Hive Fleets consist of millions of many tendrill'd spacecraft. Each vessel is itself a gigantic living creature, home to countless numbers of lesser organisms grown in the bubbling organ-sacs of the vessel's reproductive chambers. All of these creatures are born to serve the single entity that is the ship, and the ship itself exists only as part of the entity of the Hive Fleet.

The Magos Biologis categorizes each Tyranid incursion as a separate force, an individual fleet that works according to its own agenda and competes with other Hive Fleets for resources. Indeed, the separate Hive Fleets appear to be self-sufficient, exhibiting different, characteristic strategies and developing unique creatures to overcome their prey. However, the truth is more complex than any could imagine, for each Hive Fleet is but a splinter of one greater assemblage, acting under the instructions of a single monstrous and unfathomable intelligence.

The most recent Tyranid assaults have taken place in the last two centuries. As the great swaths of warship-sized bioconstructs have emerged to wreak death and destruction upon the galaxy, more and more has been discerned of the true nature of these creatures. With this growing knowledge, Mankind has entrenched itself in redoubts throughout the galaxy to research new methods of achieving victory. It was first believed that the endless variety of forms encountered by forces arrayed before this menace were essentially random and reactionary, produced only as needed for the Hive Fleet whenever it becomes aware of a new threat.

More recently, however, diligent research by the Biologis division of the Adeptus Mechanicus and agents of the Inquisition have discerned that these malevolent space-faring creatures are manifested in two general classes:

Hive Ships: These void-swimming behemoths act as the primary nodes for the Hive Mind and direct the activity of the entire swarm. Hive Ships function as living mother ships, bio-factory vessels breeding and hatching endless swarms of Tyranids to pursue prey across void and planet alike.

Though most swarms will typically contain more than one Hive Ship, in some circles it is believed that there is still a single ship that maintains central control of the entire collective and acts to coordinate the assault, though this cannot be confirmed. There are also unsubstantiated reports that there are a very small number of Hive Ships in every swarm that are much more massive than the rest. Dwarfing even great battleships, these immeasurably vast creatures arrive very late in the process of planetary assimilation and are believed to be those responsible for the method by which even the atmosphere and oceans are consumed from orbit, as the final stage of the world's consumption by the Hive Fleet. Though such an organism would explain how once lush and fertile worlds are left barren, airless and sterile, there are as of yet no recorded sightings of such a monstrous creature.

Droneships: These bio-ships range drastically in size from those comparable to the escorts of other races, to massive ships that nearly match the hive ships they

accompany in terms of size. Many of these beasts are developed with specialized abilities that were probably evolved over countless battles against various races throughout the galaxy.

Unlike the larger hive ships that have shown a basic pattern of growth despite their variety, droneships have shown a diversity of forms and functions so numerous as to defy any conventional classification. First described in detail by forces opposing Hive Fleet Kraken, these creatures demonstrate characteristics that are obviously evolved to counter specific threats, and they usually appear in the forefront of a swarm as it approaches in-system to break up enemy formations.

The first of such creatures to be uniquely identified were officially named *Kraken*, after the hive fleet in which they first appeared. Kraken swarms serve as specialized combat organisms which accompany Hive Ships and engage each new foe they encounter. Many hive ships are known to respond to threats by birthing more of these Kraken to overwhelm the defenses of any sentient race or hapless world they encounter.

Though the Imperium has come to learn much about these creatures of the galactic ether, many distinctions between the so-called classes of ship remain unclear. For instance, it has only recently been ascertained, through careful observation of the conquest and consumption of Bonnis II in the Coronet Sector, that many of the escorts and cruisers found in typical swarms are in fact immature hive ships at various stages of development. It is believed that the Hive Mind nodes in these space-dwelling organisms remain dormant until they are mature enough to project their will across vast reaches of space, though when this takes place in a creature's life cycle has yet to be determined.

It is believed that because some of these ships are evolved to fill such a specialized role, their size varies greatly dependent upon the fleet's immediate needs. Many within the Imperium fear that if such mutability can exist within the lower orders of the Tyranid race, that hive ships and their gargantuan kin could also evolve rapidly and effectively pose an even more direct threat to the forces that oppose them.

THE TYRANIDS IN BATTLEFLEET GOTHIC

INSTINCTIVE BEHAVIOR

All Tyranid vessels, except synapse creatures, follow Instinctive Behavior unless the Hive Mind (i.e., you, the player!) tells a ship or squadron to do something different, via the process of Synaptic Control (see below). For ships or squadrons using Instinctive Behavior, read down the flow chart opposite and resolve the first appropriate action or special order that would apply. No command check is needed for special orders issued by Instinctive Behavior, but there may be specific activities that must be undertaken in the vessel's movement.

Note that the effects of Instinctive Behavior mean that Tyranid ships do not roll for leadership values - they will either have a fixed value themselves or use the value of a synapse creature in range. If a ship or squadron is forced to take a leadership test and no leadership value is specified, it uses a nominal leadership value of 7.

Synaptic Control

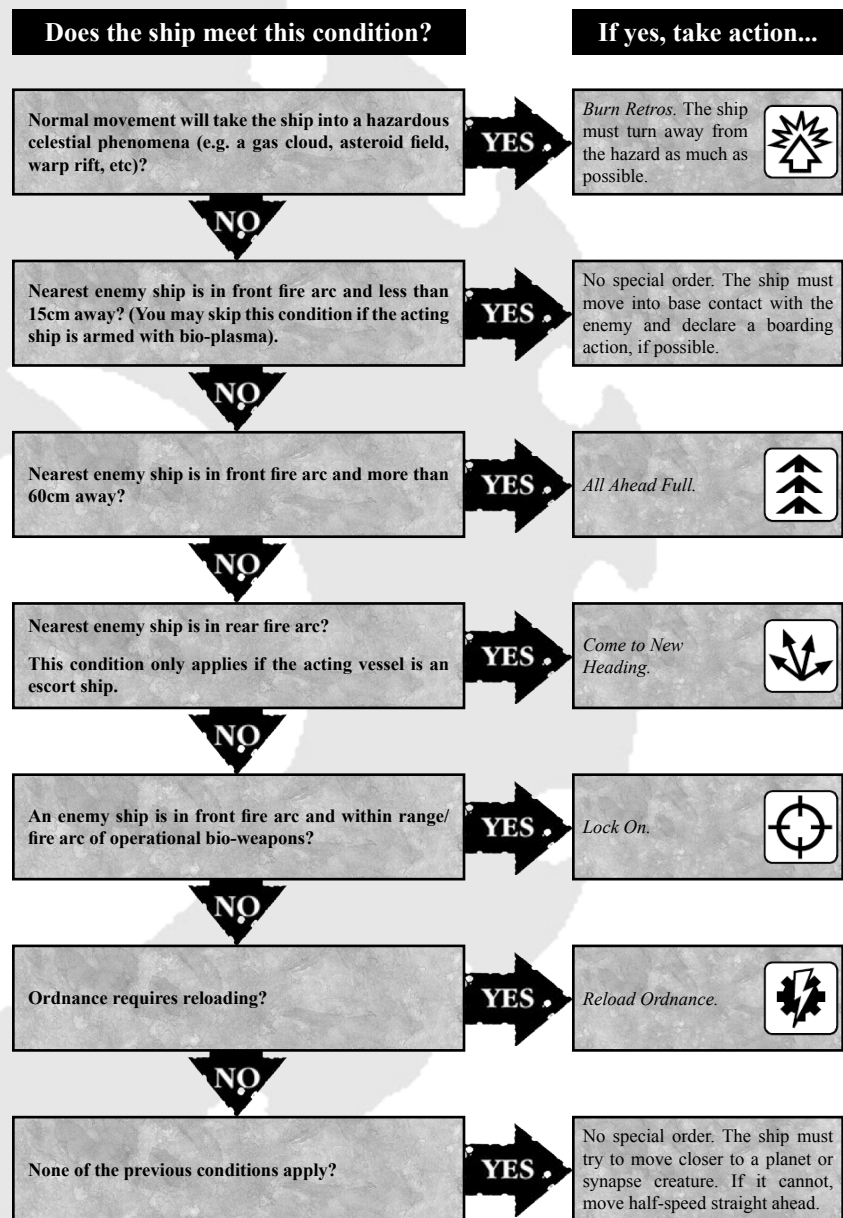
Some ships in your fleet are called *synapse creatures*; these ships project the psychic will of the Hive Mind to all the lesser ships in the fleet. During the Movement phase, each synapse creature can attempt a command check to change or ignore Instinctive Behavior for themselves or another ship/squadron within synapse range. If the test is successful, the Tyranid player may direct the ship/squadron as desired and may place it on special orders without requiring a second command check.

Attempts to use synaptic control count as a command check so a Hive Ship can keep testing until a command check is failed. Synapse creatures that fail this command check function normally instead of following Instinctive Behavior, but may not use special orders. However, if one synapse creature fails a command check, this does not prevent another synapse creature from attempting to use synaptic control. In effect each synapse creature can make at least one attempt to override Instinctive Behaviour. Note that Tyranid ordnance is not subject to synaptic control or Instinctive Behaviour – just move them like normal ordnance.

Brace for Impact

During either player's turn, Tyranid ships/squadrons may go onto *Brace for Impact* orders by testing against the leadership value of the nearest synapse creature within range. If no synapse creatures are within range, then the ship uses a nominal leadership value of 7. As normal, this order is only removed at the end of the Tyranids' next turn. Ships on *Brace For Impact* orders which are acting instinctively must obey any movement restrictions or required actions, but do not change their special orders.

Ships or squadrons that are on *Brace for Impact* special orders from the previous player's turn may still be directed by synaptic control but may not be placed on any special orders.



TYRANID SPECIAL RULES

"We fought them the first day, and our guns tore through them with ease. We fought them the second day and saw our missiles bounce off a thickened skin they seemed now to bear, so we turned out lances on 'em. We fought them the third day, and no cursed thing worked!"

NAVIGATION

All Tyranid ships are naturally adapted void swimming organisms and will thus attempt all leadership checks to navigate celestial phenomena counting as Leadership 10.

SHOOTING

Tyranid ships always target the nearest enemy ship unless certain kinds of drone ship 'highlight' another enemy within range. No leadership test is allowed for Tyranid ships to select a target other than the nearest. Ordnance markers are always ignored and may not be fired on at all.

SPORE CLOUDS

Tyranid ships are surrounded by thick swarms of spore-like creatures which harvest nearby debris for resources as well as protect the vessel during ship-to-ship combat.

Enemy ships treat the base of each Tyranid vessel in base contact as a blast marker in addition to any other effects, representing the impact of the spores surrounding the closing bioships.

BOARDING

Tyranids are a horror in boarding actions. The fearless, animalistic rush of clawed, fanged monsters has been the death knell of many a fine ship. Tyranid vessels double their boarding value and roll 2D6 and choose the highest score for boarding action results. Furthermore, Tyranid ships never count as being in contact with blast markers for the purposes of enemy boarding action bonuses.

In addition, when a Tyranid ship inflicts a critical hit during a boarding action, it automatically causes a Fire critical instead of rolling normally, as Tyranid hordes ravage the inside of the enemy vessel.

HIT & RUN ATTACKS

The nightmarish innards of a bio-ship are an environment hostile enough to rival the worst death-worlds. Because of this, and all enemy hit-and-run attacks against Tyranid ships subtract 1 from the result. Likewise, Tyranids are experts at breaching enemy defenses and infesting the strongest redoubts - their ships and ordnance add +1 to their roll when conducting hit-and-run raids.

Note that although they do not have teleporters in the typical sense, Tyranid ships may still attempt hit-&-run teleport attacks in the end phase just like the ships of other races, representing small groups of space-borne Tyranids striking out against nearby enemies of opportunity.

TYRANID ORDNANCE

Tyranid attack craft are not subject to the normal limit on launching squadrons, due to their ability to continuously spawn new bio-fighters and other terrifying creatures. A Tyranid fleet may have up to twice the number of attack craft in play as they have available launch glands.

Antibodies

Tyranid antibodies are attack craft with a speed of 15cm that function as both fighters and assault boats. Against enemy ordnance, they must engage and remove opposing markers just like fighters. Against enemy ships, they will attack following the normal rules for assault boats.

Hull-borers

Hull-borers follow the rules for boarding torpedoes, and have a speed of 20cm.

Phage Mines

Phage mines are unlike the mines of other races; instead of exploding and doing damage to enemy ships, the vessel is hit with several spores filled with small creatures.

Phage mines function just like regular mines, except that each hit against a ship's hull (not its shields) causes one Fire critical hit rather than inflicting a point of damage (regardless of the target's critical hit table). Phage mines must deploy from a ship's launch glands like attack craft, but are still considered mines for all rules purposes. They do not replace a ship's ordnance when purchased.

TYRANID WEAPONS

The Tyranids are a highly evolved species with a myriad of deadly and horrific biological weapons which they use to quite literally tear apart or even liquefy enemy ships.

Bio-Plasma

Tyranid bio-plasma is a lethal concoction of charged gas and corrosive chemicals capable of melting through the armor of even the most fearsome battleships. It is usually stored up in specialized organs before being belched forth in a slow-moving, incandescent ball of white-hot death which engulfs its unfortunate target.

Bio-plasma follows the normal rules for lance weapons, but due to its slow speed it will pass through a target's shields - they have no effect on hits from a bio-plasma attack (holofields and other defenses will work as normal, however). Unfortunately, the slow speed of a bio-plasma attack also means that enemy ships have more time to evade - targets more than 15cm away can only be hit by bio-plasma on a D6 roll of 6.

Feeder Tendrils

Many Tyranid ships have huge tentacles which they use to 'feed' on planetary atmospheres, and which can also be used to punch through the hull of a ship allowing the Tyranid organisms inside to assault the enemy.

When a ship with feeder tendrils moves into base contact with an enemy ship, roll a D6 per point of the weapon's strength. Each score of 1, 2 or 3 inflicts that many hit-and-run attacks on the target, while each score of 4, 5 or 6 inflicts one point of damage on the target and also causes a single hit-and-run raid (the damage may cause critical hits normally as well).

A Tyranid ship can continue moving after making its feeder tendril attacks, but may only use its feeder tendrils against one enemy ship per turn, regardless of how many vessels it encounters after the first. Feeder tendrils are unaffected by special orders of any kind, and do not prevent a Tyranid ship from firing weapons or launching ordnance during the turn. Crippled ships may not make feeder tendril attacks.

TYRANID SPECIAL RULES

"Teeth, claws, tentacles, spines - give me guns, oh Emperor give me guns! I know how to fight an enemy who attacks me with guns!"

-Captain Endolus,
at the Battle of Macragge

Massive Claws

Tyrannid vessels are terrifying in combat at close quarters. Not only are they packed full of bioengineered killing machines, often the bioships themselves have specially evolved claws designed to rip through the armor of their targets, or huge crushing mandibles that latch onto their prey and then slowly but inevitably tear the entire ship in half. When a Tyrannid ship with massive claws moves into base contact with an enemy ship, roll a D6 per point of the weapon's strength. Each score of 4+ inflicts one point of damage on the target, ignoring its shields just like hits from ordnance attacks.

If a ship's claws score one or fewer hits, the Tyrannid ship has failed to grasp its target and will continue moving after resolving the attack (and will act normally for the rest of the turn). Note that a Tyrannid ship may only use its claws against one enemy ship per turn, regardless of how many vessels it encounters after the first.

If multiple claw attacks hit, then the vessel has caught the target in its fearsome grip! The smaller of the two vessels may not move (where Defense > Battleship > Cruiser > Escort), while the larger of the two reduces its speed by half, cannot turn, and will drag the smaller ship along with it, keeping in base contact as it moves. If both ships are the same size, neither may move or turn. At the start of each movement phase it remains grappled, the target ship automatically suffers one point of damage (ignoring its shields), as it is crushed in the claws' vice-like grip.

To maintain its hold, a Tyrannid ship must attack with its claws again in each of its subsequent movement phases (resolved exactly like the initial claw attack). If its claws fail to inflict two or more hits, the target escapes and both ships return to normal (the Tyrannid ship cannot recapture its target until its next turn).

While grappling, both ships' armaments function at half strength. However, massive claws do not prevent either ship from conducting boarding actions or teleport hit-and-run attacks, and are unaffected by special orders of any kind. If a Tyrannid ship becomes crippled, its massive claws may no longer attack and it immediately lets go of any enemy ship it is currently holding.

Pyro-Acidic Batteries

These Tyrannid weapons work by firing compact organic shells containing virulent toxins and extremely corrosive chemical fluids that melt their targets from the inside out. Pyro-acidic batteries follow the normal rules for gunnery weapons. In addition, any ship hit by pyro-acid weapons has a chance that they will continue to be eaten away by the deadly bio-agents. Ships that suffer a critical hit from a pyro-acid battery automatically suffer an additional Fire critical result as well, representing the flood of corrosive chemicals liquefying entire decks. Pyro-acid batteries are affected by special orders and crippling just like ordinary weapon batteries.



"Battle is grim enough as it is; seeing the blackness illuminated by a million charges, salvos and blasts, never quite sure whether they will strike you or simply streak off into the void beyond. You never really feel like you are aware of it all, like an unseen volley could carcen into your hull at any second and send the ship rocking from stern to bow. But the Tyrannids, they are something else. To see a soft, probing tongue pressed against the portholes, seeming so harmless, so ineffectual, lulling you into a feeling of safety before beaks, teeth and claws shatter the illusion and your ship's hull alike. Hearing the explosions and commotion as another raft of assault boats slam into you is one thing, but then hearing the assault boats scream and howl as they dismantle your ship from within, feasting on whatever fool defenders they find in their way is something entirely indescribable. I have experienced it once, and I haven't enough limbs spare to survive it a second time."

ARMING TYRANID SHIPS

Tyrannid ships are much more flexible than the ships of other races, as new designs are constantly being evolved and encountered by the Imperium. To represent this, a Tyrannid player can choose certain elements of their ships themselves. Each ship is limited as to how many weapon choices it may have for a given location, but where more than one weapon is permitted you may select multiples of the same weapon system.

DAMAGE TABLES

Tyrannids are so wholly alien that conventional concepts of damage and critical systems do not apply. Rather than overloading reactors and decompressing compartments, a Tyrannid bioship will quite literally bleed into the void just like a man bleeds from an open wound. As such, Tyrannids use the critical hit and catastrophic damage tables shown on the next page instead of the normal tables in the main rulebook. As always, if a result is rolled which cannot be applied, apply the next highest critical result instead.

TYRANID SPECIAL RULES

TYRANID CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	Dorsal armament wounded. A large tear in the vessel's dorsal section prevents its weapons from discharging. The ship may not use its dorsal weapons until the damage has been repaired.
3	+0	Starboard armament wounded. The starboard armament is severely injured by the hit. The ship's starboard weapons may not be used until the damage has been repaired.
4	+0	Port armament wounded. Heavy damage wounds the port side weaponry. The ship's port armament may not be used until the damage has been repaired.
5	+0	Prow armament wounded. The bio-ship's prow is ripped open. Its prow armament may not be used until the damage has been repaired.
6	+1	Keel armament wounded. A large tear in the vessel's keel prevents its weapons from discharging. The ship may not use its keel weapons until the damage has been repaired.
7	+0	Heavy wound! Internal organs are ruptured and massive bleeding weakens the vessel. Roll to repair the heavy wound in the End phase; if the wound is not repaired, it causes 1 point of extra damage and keeps bleeding. (This result functions exactly like a Fire critical hit).
8	+1	Discharge vents wounded. One of the huge biological valves that maneuver the ship through the ether is crippled. The bio-ship reduces its speed by 10cm until the damage has been repaired.
9	+0	Synapse link severed. The nerve bundles which connect the ship to the Hive Mind are badly damaged. The bio-ship cannot use or benefit from synaptic control until the damage has been repaired.
10	+0	Spore cysts ruptured. The breeding pods that sustain the ship's spore defense screens are completely destroyed. The bio-ship may no longer use its shields. This damage cannot be repaired.
11	+D3	Severe wound. A huge gash is torn in the ship's hull, vital fluids freezing instantly as they spill into the void.
12	+D6	Massive haemorrhage. The armored hide of the ship suffers immense damage, spraying alien ichor far into the void. Make a bio-plasma attack with Strength 1 against every other ship and ordnance marker within 2D6cm. Like other types of area effects, holofields and similar defenses will have no effect against this attack.

TYRANID CATASTROPHIC DAMAGE TABLE

2D6	RESULT
2-7	Drifting carcass. The limp remains of the bio-ship drift through the void, pushed forward by sporadic death spasms. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a blast marker in contact with the corpse's base after each move.
8-9	Death throes. The ship is wracked by violent muscle contractions, and ichor seeps from dozens of horrendous wounds. The wreck moves 4D6cm forward in each of its subsequent Movement phases. Place a blast marker in contact with the corpse's base and roll on the Catastrophic Damage table again at the end of the movement phase (replacing this result if a 2-7 is rolled).
10-11	Biological eruption. The ship spectacularly explodes, hurling gobbets of viral slime and acid over a wide area. Remove the ship from play, leaving behind a number of blast markers equal to half its starting number of hits. Make a pyro-acid attack against every target within 3D6cm, with a firepower equal to the ship's starting damage. (Like other area-of-effect attacks, holofields and similar defenses offer no protection).
12	Bio-plasma detonation. With a blinding flash the ship's main arteries explode with bio-plasma engulfing the creature and spraying dangerously in all directions. Remove the ship from play, leaving behind a number of blast markers equal to its starting number of hits. Make a bio-plasma attack against every target within 3D6cm, with a Strength equal to half the exploding vessel's starting damage. Shields will not protect against the detonation. (Like other area-of-effect attacks, holofields and similar defenses offer no protection).

TYRANID SPECIAL RULES

"But as I looked into its dead black eyes, I saw the terrible sentence it had in place of a soul. Behind that was the steel will of its leader. Further still I could feel its primogenitor coldly assessing me from the void. And looking back from the deepest recesses of the alien's mind I perceived what I can only describe as an immortal hunger. We can slay the Tyranids on our worlds, blast their fleets from the space, grind their armies to torn and ruined fragments. But their hunger? That is beyond our ability to slay."

Chief Librarian Varro Tigurius,
Ultramarines Chapter



SCENARIO SPECIAL RULES

The Tyranids are unlike any other race in the galaxy, and are not driven by greed, vengeance, or madness. Instead, they are propelled forth by the unfathomable will of the Hive Mind, their gestalt consciousness, which compels them to feed and grow to the exclusion of almost all else. As such, the Tyranids are subject the following rules:

Cruiser Clash

It is uncommon for the Tyranids to travel with only a few cruisers (and bringing such a force would make for very boring games). As such, they ignore the usual rules and restrictions for fleet composition in a Cruiser Clash (as well as those in the fleet list itself), instead spending up to 750 points on capital ships. No Proteus hive ships or escorts may be taken, and the fleet may have no more than one Charybdis hive ship. Lastly, no upgrades or re-rolls may be purchased either.

Convoy

Tyranids, being a race of space-borne organisms, have no need for trade or convoys. Indeed, they have little reason to move goods or cargo anywhere except their bellies! As such, Tyranids must always be the attacker in a Convoy scenario.

Planetary Assault

This is the classic Tyranid scenario - an attempt to invade and subdue a populated world (although they may also attempt to defend a recently conquered world as well). When playing as the attacker in a Planetary Assault, a Tyranid fleet receives additional Escort drones instead of transports. Furthermore, all hive ships, Emergent drones, and Escort drones count as transports for the purposes of scoring assault points (meaning they will usually score +2 assault points instead of +1). Hive ships and emergent drones that are crippled lose this bonus, however.

Escalating Engagement

One of the few effective strategies against the Tyranids relies on exploiting the relatively slow speed of Tyranid vessels to break apart their core formation, then isolating the fragments and destroying them as quickly as possible. This makes them especially vulnerable in the Escalating Engagement scenario.

To counteract this, the Tyranids generally travel in huge, dense shoals. Tyranids therefore add +1 to the arrival role of their divisions in an Escalating Engagement scenario, representing the close proximity of neighboring forces.

Exterminatus

The Tyranids would never waste the valuable resources of a world by destroying it outright! As such, they have no reason to be the attacker in an Exterminatus scenario - they must always be the defender.

EVOLUTION OF THE HIVE MIND

TYRANID BIOMORPHS

As the hive fleet sails relentlessly on through space, it is continually evolving to meet the enemies that it faces. Individual organisms adapt and refine themselves with each new encounter, while the Hive Mind perpetually alters the morphology of the new organisms birthed by the fleet to maximize their potential. This natural adaptation is represented in the Tyranid fleet list in the way that other races have special refits.

These refits can be incorporated by any capital ships and/or escort squadrons in your fleet, except when specifically noted otherwise (see the fleet lists section for details). Where two costs are shown, the first is the cost for capital ships, and the second is the cost per escort for an escort squadron. If the cost is a percentage, it is calculated against the base cost of the capital ship or escort squadron, rounded up to the nearest 5 points.

No ship or squadron may have more than one copy of any single biomorph. Furthermore, the number of biomorphs that a ship or squadron may purchase is limited by the size of the ship(s) in question:

- Hive ships may have up to three biomorphs.
- Other capital ships may have up to two biomorphs.
- Escort squadrons may only have one biomorph.

Campaigns

These bio-enhancements represent the adaptive qualities of the Tyranid Hive Fleets. As such, the Tyranids cannot have any other type of refits. During a campaign, no capital ship or escort squadron may gain more than one new biomorph before each battle. Moreover, Tyranids cannot gain crew skills of any kind.

In addition, if a refit would be earned during a campaign, roll 2D6 and apply the bio-enhancement to the left which corresponds with the score rolled, rather than using the regular refit tables. You may also use this method to generate biomorphs during a normal game if desired. Re-roll any result that cannot be applied.

2. Solar Vanes +10 / 5 points
Ships with this biomorph have developed bio-engineered wings that spread out from its body to absorb ambient radiated energy from surrounding space. Add +5cm to their speed.

3. Adrenaline Sacs +10 / 5 points
Ships with this biomorph have grown and strengthened the primary propulsion valves and constrictor muscles used to propel themselves through space. Add +2D6cm to their speed when on *All Ahead Full* special orders.

4. Psychic Scream +15 points
Only hive ships may have this biomorph. The upgraded vessel's connection to the Hive Mind is so pervasive that an incredible psychic reverberation surrounds the ship, rendering it even more ghastly and fearsome than normal. Every enemy vessel within 30cm suffers a -1Ld penalty. A ship may be affected by up to three psychic screams at one time, for a total of -3Ld.

5. Advanced Discharge Vents +10 points
Only capital ships may have this biomorph. The upgraded vessel has increased the number of discharge vents along its length, dramatically improving maneuverability. The ship reduces the distance it needs move before turning by 5cm.

6. Extra Spore Cysts +15 points
Only capital ships (except Proteus hive ships) may have this biomorph. The upgraded ship has adapted to generate more spores with which to defend itself. It adds +1 to its Shields value.

7. Reinforced Carapace +20 points
Only capital ships may have this biomorph. The upgraded ship has grown to an incredible size, and has reinforced its internal endostructures. Its total mass, combined with additional ablative sections of carapace means that it can withstand substantially more punishment than a normal Tyranid vessel of the same class. The ship adds +2 to its starting number of hits.

8. Mucous Membrane +10% Base Cost
Ships with this biomorph are covered in a slimy, meters-thick coating of mucous, which diffuses the damage and impact of most ordnance attacks. Against such ships, enemy assault boats must subtract 1 from their hit-and-run result, while enemy bombers must subtract 1 from the number of attacks they make. Furthermore, all torpedoes count the upgraded ships' Armor value as being 1 higher than normal (to a maximum of 6+).

9. Accelerated Healing +10 points
Only capital ships may have this biomorph. The upgraded vessel has enhanced its ability to recover from severe wounds. It rolls an additional two dice in the End phase when attempting to repair critical damage.

10. Drone Link +20 / 5 points
Ships with this biomorph maintain an unbroken link with the tracking drones in the swarm, allowing them to more effectively respond to enemy threats. Such ships gain an automatic left column-shift for their pyro-acid batteries while they are within 15cm of a Leviathan Prowler or Leviathan Vanguard.

11. Tenacity +10% Base Cost
Ships with this biomorph have evolved the capability to bring their weapons to bear independently of instinctive behaviors that would otherwise interfere. When such ships are on *All Ahead Full*, *Burn Retros*, or *Come to New Heading* special orders, their pyro-acid batteries and bio-plasma discharges may fire at full effectiveness.

12. Auxiliary Spores +10 / 5 points
Ships with this biomorph have developed extra spore cysts across their surface, making it much harder for enemy ordnance to penetrate their defenses. Such ships add +1 to their Turrets characteristic.

"Oh, God-Emperor, they're comin' outta the walls!
They're comin' outta the Throne-damned walls!"

PROTEUS CLASS HIVE SHIP 600 Points



Over the course of their long lives, Tyranid hive ships gain large amounts of biomass, which they store in their sleek, combat ready form. Unfortunately, once a hive ship reaches its growth limit - usually after consuming the flora & fauna of several planets - their huge size becomes a handicap, making it difficult for such ships to participate in future raids. As a result, most hive ships will enter a 'breeding' phase after reaching their maximum size, expending as much biomass as possible birthing new ships - sometimes enough to create an entirely new splinter fleet - until the hive ship has reduced its considerable bulk.

The Proteus class hive ship represents this unique stage in a Tyranid vessel's evolution. Despite its slow, ungainly movements, its enormous mass means it is quite literally armed to the teeth, displaying a wide and varied array of deadly Tyranid bio-weapons capable of holding off small fleets of enemies foolish enough to get close.

Proteus hive ships are seldom seen attacking a world, however they are frequently encountered around infested worlds, draining the planets' atmospheres and oceans. Since the entire mass of a biosphere is substantial, some Proteus hive ships can grow to the size of large moons, but this is relatively rare, as it leaves them relatively vulnerable.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Battleship/20	15cm	45°	5	5+	6
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Prow Feeder Tendrils	Base Contact		3		-
Dorsal Pyro-Acid Battery	45cm		12		Left / Front / Right
Keel Pyro-Acid Battery	45cm		12		Left / Front / Right
Dorsal Bio-Plasma Discharge	30cm		3		Left / Front / Right
Keel Bio-Plasma Discharge	30cm		3		Left / Front / Right
Port Launch Glands	Antibodies: 15cm		6 Squadrons		-
Starboard Launch Glands			6 Squadrons		-
Prow Excretion Ducts	Hull-Borers: 20cm		10		Front

Synapse Creature: A Proteus class hive ship is a massive organism capable of instructing tens of thousands of Tyranids at once. It has a leadership value of 10 and a synapse range of 60cm.

Special Rules: Proteus hive ships are extremely ponderous; they cannot use Come to New Heading special orders and only add +2D6cm to their speed (rather than +4D6cm) when on All Ahead Full special orders. A Proteus hive ship's launch glands (both port and starboard together) may be equipped with phage mines for +60 points.

"A fatal error, 'twas, listening to that damned old fool. We were carrying virus bombs for the planet below, but Hergol told us since we were in a jam, we might launch a few at the things in space, only it didn't do a thing to 'em. Well, so we thought until the damned things rammed us a week later and got hold of the ship. They spat this acid, this burning spittle everywhere, and within an hour, those that didn't die from the burns were sick as hell with the same virus we'd hurled at the beast to begin with"

CHARYBDIS CLASS HIVE SHIP165 Points



Tyrannid hive ships are the monstrous, void swimming leviathans found at the very heart of a Tyrannid fleet. Tremendous physical variety has been observed in these behemoths, although thick, stone-like armor plates and dense clusters of weapon growths are common features. Despite their seemingly impossible size, hive ships are living creatures incorporating millions of bio-engineered organisms. Each is a self-sufficient biological factory capable of creating an endless tide of ravenous Tyrannid horrors, as well as replicating genomes and splicing together new and terrifying creatures perfectly adapted for each world it encounters. Tens of thousands of Tyrannid warriors are carried aboard hive ships, the cocooned officers of nightmare hordes yet to be born.

The Charybdis class represents the most common of such behemoths, before they grow into the truly gargantuan Proteus phase of their development. Although not quite as physically tough as the warships fabricated by other races, the Charybdis hive ships more than make up for it in sheer versatility and deadly weapons.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/10	15cm	45°	3	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Feeder Tendrils	Base Contact	2	-		
Additional Weapon(s)*	*	*	*		

Synapse Creature: A Charybdis class hive ship is standard Tyrannid command-ship equivalent. It has a leadership value of 8 and a synapse range of 45cm.

Special Rules: Charybdis hive ships are ponderous; they cannot use Come to New Heading special orders.

***Weapon Biomorphs:** A Charybdis class hive ship must be configured as follows, at the time you prepare your fleet list. The cost of each biomorph is added to the cost of the hive ship, just like any other refit. It must choose one prow and one keel weapon, and may have up to three choices from the port and starboard weapon options. Remember that you may select the same choice more than once. Where the vessel has multiple copies of the same weapon in the same location, combine the weapons' firepower or strength together and treat it as a single weapon system.

Prow Weapons (Choose one)

- Pyro-acid Battery (Range 45cm, Firepower 8, Front) +25 points
- Excretion Ducts (Hullborers: 20cm, Strength 8, Front) +25 points
- Bio-plasma Discharge (Range 30cm, Strength 4, Left/Front/Right) +20 points
- Massive Claws (Base Contact, Strength 3) +15 points

Keel Weapons (Choose one)

- Pyro-acid Battery (Range 45cm, Firepower 8, Front) +25 points
- Bio-plasma Discharge (Range 30cm, Strength 4, Left/Front/Right) +20 points
- Launch Glands (Antibodies: 15cm, 2 Squadrons) +20 points

Port / Starboard Weapons (Up to three selections)

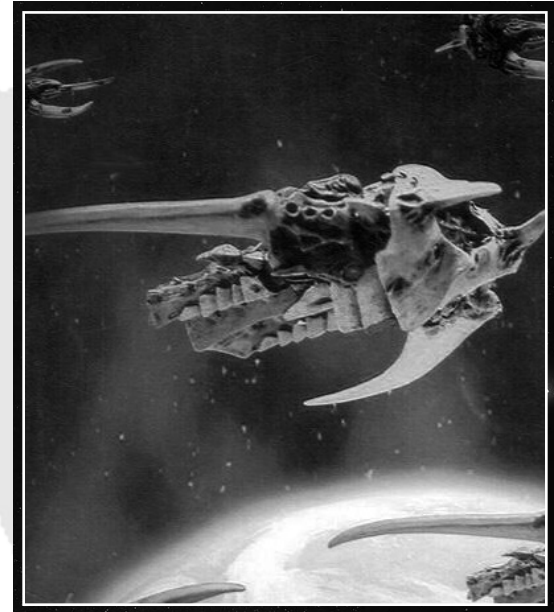
- Launch Glands +20 points
 - Port (Antibodies: 15cm, 1 Squadron)
 - Starboard (Antibodies: 15cm, 1 Squadron)
- Pyro-acid Batteries +15 points
 - Port (Range 45cm, Firepower 2, Front)
 - Starboard (Range 45cm, Firepower 2, Front)
- Bio-plasma Discharges +15 points
 - Port (Range 30cm, Strength 1, Left)
 - Starboard (Range 30cm, Strength 1, Right)

Phage Mines: A Charybdis' launch glands may be armed with phage mines for +5 points per point of their strength. For example, a hive ship with keel launch glands and two sets of port/starboard launch glands would pay +30 points for phage mines.

SCYLLA CLASS HIVE SHIP 65 Points

Immature hive ships like the Scylla class are a common sight in small splinter groups of the main Tyranid Hive Fleets. Whenever a Tyranid battle group is weakened beyond its ability to attack and conquer an inhabited world, the Hive Mind will divert it to raid minor planets and moons for biomass. After each attack, the fleet withdraws, fleeing before enemy reinforcements can counter the threat. This process is repeated until the fleet has rebuilt its forces, at which point it will return to more conventional Tyranid assault tactics. In addition to this unique role as a secondary command vessel, they are also used as close-support destroyers in regular fleets where they operate solely on instinct.

Naturally, cruiser-sized vessels are more appropriate for a small raiding group, making Scylla class hive ships the ideal command vessels for such operations. The Scylla sacrifices the bioweapons used in extended engagements for those with more immediate and efficient effects, although it still suffers from the slow speed and poor maneuverability typical of most hive ships. Nevertheless, it is a versatile platform which requires a relatively small amount of biomass to maintain, making it exceptionally dangerous to allow even one Scylla to escape a fleet engagement - in a matter of weeks, it could easily return with a massive horde of new Tyranid vessels in tow. As such, these vessels are primary targets for most anti-Tyranid task forces and patrol groups.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	15cm	45°	2	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Prow Feeder Tendrils		Base Contact	1		-
Additional Weapon(s)*		*	*		*

Minor Synapse Creature: A Scylla class hive ship is an immature form of command ship which has not fully developed its synaptic links; it will normally follow instinctive behavior unless upgraded with a minor synapse node (see the Tyranid fleet lists).

Special Rules: Although relatively small, Scylla class hive ships are ponderous; they cannot use Come to New Heading special orders.

***Weapon Biomorphs:** A Scylla class hive ship must be configured as follows, at the time you prepare your fleet list. The cost of each biomorph is added to the cost of the hive ship, just like any other refit. It must choose one prow and one keel weapon, and may have up to two choices from the port and starboard weapon options. Remember that you may select the same choice more than once. Where the vessel has multiple copies of the same weapon in the same location, combine the weapons' firepower or strength together and treat it as a single weapon system.

Prow Weapons (Choose one)

- Pyro-acid Battery (Range 45cm, Firepower 5, Front) +15 points
- Excretion Ducts (Hull-borers: 20cm, Strength 4, Front) +15 points
- Massive Claws (Base Contact, Strength 2) +10 points

Keel Weapons (Choose one)

- Pyro-acid Battery (Range 45cm, Firepower 5, Front) +15 points
- Bio-plasma Discharge (Range 30cm, Strength 2, Left/Front/Right) +15 points
- Excretion Ducts (Hull-borers: 20cm, Strength 4, Front) +15 points

Port / Starboard Weapons (Up to two selections)

- Launch Glands +20 points
 - Port (Antibodies: 15cm, 1 Squadron)
 - Starboard (Antibodies: 15cm, 1 Squadron)
- Pyro-acid Batteries +15 points
 - Port (Range 45cm, Firepower 2, Front)
 - Starboard (Range 45cm, Firepower 2, Front)
- Bio-plasma Discharges +15 points
 - Port (Range 30cm, Strength 1, Left/Front)
 - Starboard (Range 30cm, Strength 1, Right/Front)

Phage Mines: A Charybdis' launch glands may be armed with phage mines for +5 points per point of their strength. For example, a hive ship with two sets of port and starboard launch glands would pay +20 points for phage mines.

KRAKEN CARNIVORE.....

125 Points



Kraken are widely feared; they are vicious creatures equipped with weapons far more powerful than their size would suggest. The Kraken are unlike other Tyranid ships which are quick to run when outnumbered, or are so slow and ponderous that a clever Rogue Trader can easily escape. They are bred for one purpose: to kill. Much like the warrior strain of Terran ants, these creatures are the fighting caste of Tyranid fleets.

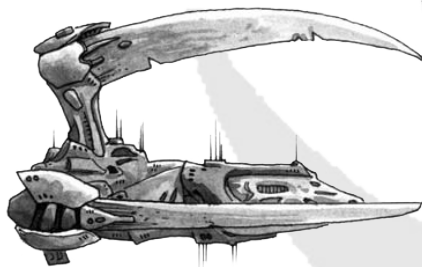
Although theories range about why the number of Kraken vary widely between the Hive Fleets, perhaps the truth is simpler than expected. Different fleet strains seem to prefer Kraken, but as they are less useful in long-term harvests of biomass, Hive Fleets which face less hostility are accompanied by far fewer of the creatures.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	45°	-	6+	-
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Excretion Ducts	Hull-borers: 20cm	4	Front		
Prow Bio-plasma Discharge	30cm	3	Front		
Dorsal Massive Claws	Base Contact	2	-		
Keel Massive Claws	Base Contact	2	-		

Special Rules: *Kraken are amazingly durable and capable of sustaining unthinkable amounts of damage. They always count as being on Brace for Impact special orders for the purposes of damage and other attacks. This does not impair their combat effectiveness and does not cancel or prevent the use of other special orders (except further instances of Brace for Impact).*

KRAKEN PREDATOR.....

30 Points



Gigantic organisms perfectly adapted to become predators of the void, Kraken represent a serious threat to shipping as they range around far from the hive fleet seeking prey. Kraken manifest all manner of bizarre and deadly bio-weaponry. Although they represent no direct threat to planets, being entirely space borne, the Kraken have been known to render entire systems indefensible due to their voracious appetite for transports, space stations, and other outposts.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/2	25cm	90°	-	6+	-
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Weapon System*	*	*	*		

Special Rules: *Kraken are amazingly durable and capable of sustaining unthinkable amounts of damage. They always count as being on Brace for Impact special orders for the purposes of damage and other attacks. This does not impair their combat effectiveness and does not cancel or prevent the use of other special orders (except further instances of Brace for Impact).*

***Weapon Biomorphs:** *A Kraken predator must be configured as follows, at the time you prepare your fleet list. The cost of each biomorph is added to the cost of the vessel, just like any other refit. It must choose a single weapon system.*

Weapons (Choose one)

- **Pyro-acid Battery** +15 points
(Range 30cm, Firepower 6, Front)
- **Bio-plasma Discharge** +10 points
(Range 15cm, Strength 2, Front)
- **Excretion Ducts** +10 points
(Hull-borers: 20cm, Strength 2, Front)
- **Massive Claws** +10 points
(Base Contact, Strength 2)
- **Feeder Tendrils** +5 points
(Base Contact, Strength 1)

LEVIATHAN PROWLER

95 Points

The Leviathan Prowler is a rarely seen variation of the typical Tyranid tracking drone known as the Vanguard. A Prowler is nearly identical to a Vanguard in most respects, fulfilling a similar support role by identifying threats to the Hive Mind and relaying this information to all other creatures in the fleet.

It is widely believed by the Magos Biologis that the Leviathan Prowler is simply an 'adult' form of the more common Vanguard craft seen during the initial Tyranid incursions into our galaxy. Many fear that a larger form of this creature exists that has yet to be discovered, but speculation on this point is divided. Others believe that the nearly sentient threat assessment abilities of these tracking drones are an indicator that they are, in fact, the larval form of the more well-known Tyranid hive ships.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/4	25cm	90°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Prow Pyro-acid Battery	30cm		6		Front
Prow Feeder Tendrils	Base Contact		2		-

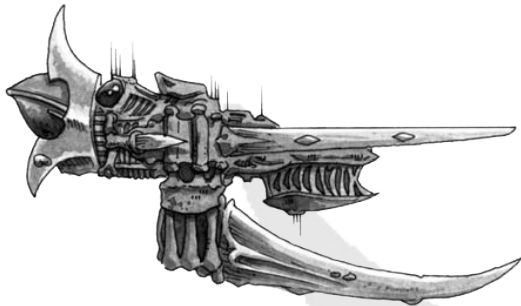
"How ironic it is that as fast as we spread progress and home throughout the galaxy, the Tyranids spread death and despair. Only united can we hope to stand against them."

-Aun'shi, Ethereal of the Tau Empire

Special Rules: *Enemy vessels and ordnance within 15cm of a Leviathan prowler may be targeted freely by other Tyranid vessels in the fleet, regardless of any usual restrictions and without requiring a target priority test.*

LEVIATHAN VANGUARD

30 Points



Leviathan Vanguards are specialized Tyranid vessels that range far ahead of the main fleets, seeking suitable worlds for the hive ships to feast upon. They carry specifically adapted Tyranid infiltration organisms, such as Genestealers, Lictors, and Deathleapers which they seed onto targeted worlds by deploying their spores from low orbit. Vanguards in close proximity to the Hive Fleets are those which have either recently returned with such scouting information, or are about to depart with their cargo of woe and terror. The threat posed by these organisms to countless planets is such that they are often priority targets in raids against the Hive Fleets.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapon System*	*		*		*

Special Rules: *Enemy vessels and ordnance within 15cm of a Leviathan vanguard may be targeted freely by other Tyranid vessels in the fleet, regardless of any usual restrictions and without requiring a target priority test.*

***Weapon Biomorphs:** *A Leviathan vanguard must be configured as follows, at the time you prepare your fleet list. The cost of each biomorph is added to the cost of the vessel, just like any other refit. It must choose a single weapon system.*

Weapons (Choose one)

- Pyro-acid Battery (Range 30cm, Firepower 4, Front) Free
- Feeder Tendrils (Base Contact, Strength 1) Free

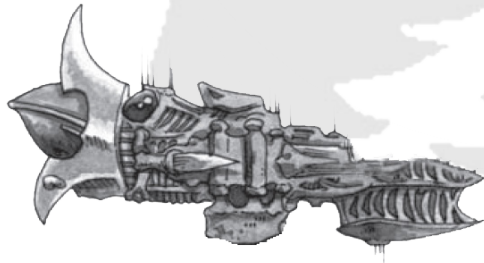


EMERGENT DRONE.....

45 Points

Occasionally a Hive Fleet will have larger drone vessels, to shift the management of their escort-sized drones away from overburdened hive ships. Like smaller drones, these vessels are tasked with escorting the hive ships and the maintenance of biomass resources. Although the so-called 'Emergent' drones are particularly small for cruisers, they are formidable defenders.

Some Imperial geneticists speculate that hive ships begin as Emergent drones, then grow in size until they reach adulthood. Unfortunately, research into the growth and development of Tyranid bioships is lacking, since observing a Hive Fleet for extended periods is incredibly dangerous. Furthermore, the ever-shifting genetic makeup of the Tyranids makes any attempt at such research all the more difficult.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/4	15cm	45°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Prow Feeder Tendrils		Base Contact	1		-
Additional Weapon(s)*		*	*		*

Special Rules: When an enemy attempts a target priority test, it must do so at -1Ld for each intended target behind intervening Emergent or Escort drones (a target is 'behind' drones if the enemy's line of fire passes over at least one drone's base).

***Weapon Biomorphs:** An Emergent drone must be configured as follows, at the time you prepare your fleet list. The cost of each biomorph is added to the cost of the vessel, just like any other refit. It must choose one prow weapon and one keel weapon.

Prow Weapons (Choose one)

- Pyro-acid Battery (Range 30cm, Firepower 6, Front).....+15 points
- Bio-plasma Discharge (Range 15cm, Strength 2, Left/Front/Right).....+15 points
- Excretion Ducts (Hull-borers: 20cm, Strength 4, Front).....+15 points

Keel Weapons (Choose one)

- Launch Glands (Antibodies: 15cm, 2 Squadrons).....+20 points
- Pyro-acid Battery (Range: 30cm, Firepower 6, Front).....+15 points
- Bio-plasma Discharge (Range 15cm, Strength 2, Left/Front/Right).....+15 points

Phage Mines: An Emergent drone's launch glands may be armed with phage mines for +10 points.

ESCORT DRONE.....

20 Points

Slow and heavy in comparison to the other Tyranid Escort class vessels, escort drones are heavily armed for their size and usually deploy in huge swarms. They are often a hive ship's last line of defense and cluster in dense shoals about the behemoth's flanks, where they interfere with enemy targeting systems and weapons fire.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapon System*		*	*		*

Special Rules: When an enemy attempts a target priority test, it must do so at -1Ld for each intended target behind intervening Emergent or Escort drones (a target is 'behind' drones if the enemy's line of fire passes over at least one drone's base).

***Weapon Biomorphs:** An Escort drone must be configured as follows, at the time you prepare your fleet list. The cost of each biomorph is added to the cost of the vessel, just like any other refit. It must choose a single weapon system.

Weapons (Choose one)

- Pyro-acid Battery (Range 30cm, Firepower 4, Front).....Free
- Bio-plasma Discharge (Range 15cm, Strength 2, Front).....Free
- Excretion Ducts (Hull-borers: 20cm, Strength 2, Front).....Free
- Feeder Tendrils (Base Contact, Strength 1).....Free

INFESTED SPACE STATION 150 Points



When the Tyranids locate a suitable world for invasion, the Hive Mind will often dispatch broods of genestealers and other infiltration organisms to infest the targeted planet and weaken its defenses before the arrival of the Tyranid swarm. This infiltration may take months or even years - sometimes decades, if a world is well-defended - but the results are almost universally effective. In most cases, defenders preparing for the Tyranid onslaught will suddenly find themselves under fire from stations and vessels crewed by vicious genestealer hybrids. Usually, the Tyranids will simply re-absorb these infiltrators when the planet is conquered, but in some cases they will leave infested space stations operational to help protect their hive ships while they feed on the surface.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/10	-	-	2	6+	4
ARMAMENT		RANGE / SPEED		FIREPOWER / STR	
Weapons Battery		60cm		12	
Lance Battery		30cm		3	
				All Round	

Special Rules: An infested space station is a planetary defense choice for any Tyranid fleet, and will follow the rules for orbital stations as described in the BFG:XR Fleet Support list. Due to the presence of genestealers and genestealer hybrids, an infested space station doubles its boarding value during a boarding action, and rolls 2D6 and picks the highest score for its boarding action result. Furthermore, it adds +1 to the result of its hit-and-run attacks, and enemy hit-and-run attacks against it must subtract 1 from their score. However, since it is not actually a Tyranid station, it will not follow any other Tyranid special rules regarding boarding, hit-and-runs attacks, instinctive behavior, shields, shooting, and so forth. Finally, it may not be given any biomorphs or other refits.



"Across the heavens the flotilla of bio-ships stretched out, impelled by instinct to hibernate again until new prey was found, new resources could be plundered. In their wake was left a bare rock orbiting a star, scoured of every organic particle, stripped of all but the most basic elements. Nothing was left of the farming world of Langosta III, there were no testaments to the humans who had once lived there. Now all that was left was an airless asteroid, the unmarked death place of three million people."

SPORE FIELD

50 Points



Special Rules: A spore field follows all the normal rules for minefields as described in the BFG:XR Fleet Support list, except that in all cases it will generate phage mines rather than normal mines, including when it attacks a detected ship inside the field.

One of the most dangerous aspects of the Tyranid Hive Fleets is their uncanny ability to rapidly rebuild their forces from only a handful of disparate remnants. Just a single overlooked drone ship can quickly multiply into an entire horde of space-borne monsters if allowed to escape into the void.

Nowhere is this threat more obvious than in the shadow of the vast clouds of spores which follow the Tyranids' advance. Little more than floating birthing pods and sacs of pyro-acidic fluids, these spores are already incredibly lethal to any enemy ships attempting to navigate Tyranid-held space. But far more alarming is the spores' ability to harvest biomass from nearby asteroids, consuming small microbes and stray organic matter which they use to sustain themselves and multiply. This provides the Tyranid Hive Fleets with a natural, self-sufficient defense perimeter against any ships attempting to interfere with a planetary invasion.

Yet these seemingly serene creatures have an even more terrifying function. When a Hive Fleet is defeated, it will send a psychic signal to thousands of spores waiting in deep space, triggering latent growth cells designed to transform a cloud of spores into an entirely new fleet of Tyranid space vessels.

ORBITAL DEFENSE SPORES

5 Points

While the Tyranids do not conquer worlds for the sake of territory - and thus have no need for anything like the great space-fortresses of other races - they are certainly not defenseless. Indeed, the hive ships are at their most vulnerable whilst feeding upon the surface of a planet, and so it is only natural that the Tyranids would have evolved many defensive systems to prevent their enemies from interrupting this vital process.

Once a targeted world has been overrun by a Hive Fleet's forces and the consumption of the planet has started, some of the remaining drone ships will be re-absorbed and re-constituted into huge clouds of spores and other small Tyranid creatures. As these organisms gather around the planet, they form a thick screen of chattering claws and oozing bio-weapons capable of stopping all but the most stalwart attackers from reaching orbit. It is not uncommon for Imperial Exterminatus operations to lose dozens of vessels simply breaking through the Tyranids' defensive perimeter, long before any actual Tyranid vessels have even joined the battle.

Special Rules: Orbital defense spores are ordnance markers which follow the rules for phage mines in all respects, in addition to being planetary defenses. They are deployed just like orbital mines (found in the BFG:XR Fleet Support list) at the start of the game.

Antibodies: Any orbital defense spores in your fleet may be upgraded to function as Tyranid Antibodies (instead of phage mines) for +5 points each. They are still deployed like regular orbital mines, however.

TYRANID HIVE FLEET LIST

PRIMARY HIVE SHIPS

1+ Primary Hive Ship

Tyrannids do not have fleet commanders in the traditional sense, instead relying on instinct or the commands of the Hive Mind, transmitted through one of several hive ships which lead a Tyranid armada. You must include at least one primary hive ship in your fleet.

Proteus Hive Ship (Ld10, 60cm Synapse) 600 points
Charybdis Hive Ship (Ld8, 45cm Synapse)..... 165 points

Any primary hive ship in the fleet may purchase a Hive Mind re-roll for +25 points, which functions exactly like a normal fleet commander re-roll in all respects.

In addition, a Charybdis hive ship may purchase an alpha synapse node for +40 points, increasing its Ld to 9.

SECONDARY HIVE SHIPS

Each Scylla class hive ship included in your fleet counts against the total number of allowed attack cruisers given by your primary hive ships.

Scylla Hive Ship 65 points

Any Scylla class hive ship in the fleet may purchase a minor synapse node for +30 points, making it a synapse creature with Ld7 and 30cm synapse range.

A Scylla class hive ship with a minor synapse node may purchase up to two Hive Mind re-rolls as follows, usable only for allies within synapse range (including the hive ship itself):

One re-roll 15 points
Two re-rolls 30 points

"They have only one purpose and there is nothing they will not do to accomplish this, no matter how vile or loathsome it might be. These abominations mean to destroy everything proud and noble, everything we hold dear and have fought so long to achieve."

-Inquisitor Agmar

ATTACK DRONES

The total number of attack drones allowed in a Tyranid fleet is determined by the number of primary hive ships you include, with larger hive ships providing for a greater number of vessels. Note that attack and defense drones of the same type may be squadroned together.

Attack Cruisers

You may include up to 4 attack cruisers for each Proteus class hive ship in the fleet, and up to 2 attack cruisers for each Charybdis class hive ship in the fleet.

Kraken Carnivore 125 points
Leviathan Prowler 95 points

Attack Escorts

You may include up to 24 attack escorts for each Proteus hive ship in the fleet, and up to 12 attack escorts for each Charybdis hive ship in the fleet.

Kraken Predator 30 points
Leviathan Vanguard 30 points

DEFENSE DRONES

The total number of defense drones allowed in a Tyranid fleet is determined by the number of primary hive ships you include, with larger hive ships providing for a greater number of vessels. Note that attack and defense drones of the same type may be squadroned together.

Defense Cruisers

You may include up to 6 Emergent drones for each Proteus hive ship in the fleet, and up to 3 Emergent drones for each Charybdis hive ship in the fleet.

Emergent Drone 45 points

Defense Escorts

You must include 12 Escort drones for each Proteus hive ship in the fleet, and 6 Escort drones for each Charybdis hive ship in the fleet. You may include additional escort drones beyond this number, counting against the allowed number of attack escorts in the fleet.

Escort Drone 20 points

"We must scour them from the stars before they do the same to us."

-Chaplain Ortan Cassius, Ultramarines Chapter

USING A HIVE FLEET

A Hive Fleet is a living organism, with a ravenous and insatiable hunger. It burns its way across entire sectors, spreading and dividing as it grows. In many respects, a Hive Fleet is similar to a disease; an epidemic against which the galaxy is desperately searching for a cure. The Hive Fleet represents the Tyranid swarm at its apex, when the collective might of the Hive Mind is focused into a single, primal goal: to consume and grow without end.

Upgrades

Ships in the fleet may purchase biomorph upgrades as described on page 8. Remember to add the cost of any upgrades to your fleet roster.

Scenarios

Due to the unique disposition of the Tyranid fleets, they are subject to some modifications of the usual rules for scenarios, as described on page 7.

Attack Rating

The Tyranids, despite their ferocity, are far from reckless aggressors. As such, a Tyranid Hive Fleet has an attack rating of 2. However, they will often strike viciously and without warning, if compelled to do so by the hive mind. A Tyranid fleet may purchase the following upgrade:

Pheromone Rage (Attack Rating 3) 10 points

Squadrons

Tyranid escorts must be purchased in squadrons of 1 to 12 vessels, in any mix desired. Kraken Predators count as two escorts for the purposes of this restriction. In all other respects, a Tyranid Hive Fleet uses the normal rules for assembling squadrons.

Reserves and Allies

A Tyranid Hive Fleet will never provide ships to or take ships from any other fleet list as reserves or allies.

TYRANID VANGUARD FLEET LIST

ATTACK DRONES

A Tyranid Vanguard Fleet is made up of the fastest breeds available to the Hive Mind, for speed is key to the success of their mission. You may include any number of ships up to the agreed points limit.

Attack Cruisers

Leviathan Prowler (Ld7) 95 points

Attack Escorts

Any attack escorts you include must be formed into squadrons of 6 to 12 vessels. Kraken predators count as two ships for the purposes of squadron limits.

Kraken Predator 30 points

Leviathan Vanguard 30 points

USING A VANGUARD FLEET

Tyranid Vanguard fleets represent elements of the hive fleet snaking out ahead of the main swarm, scouting for worlds ripe for consumption. As a result, vanguard fleets are much more limited in their choice of ships, but may operate more independently than a typical Tyranid fleet.

Leadership & Instinctive Behavior

The vessels in a vanguard fleet must function on their own for extended periods. As such, they are subject to the following special rules:

- Leviathan prowlers have Ld7 and add +1Ld for each other prowler currently in their squadron (max Ld10).
- Escort squadrons have a leadership value equal to the number of surviving ships in the squadron (min Ld6, max Ld10). Kraken predators count as two ships for this purpose.
- Each ship or squadron in the fleet may take a leadership test at the start of each turn. If the test is passed, the ship or squadron ignores Instinctive Behavior, exactly as if a hive ship used its synaptic control.
- All ships and squadrons use their own leadership when attempting *Brace for Impact* orders, counting as Ld7 if their normal leadership value is lower.

Upgrades

Ships in the fleet may purchase biomorph upgrades as described on page 8. Remember to add the cost of any upgrades to your fleet roster.

Scenarios

Due to the unique disposition of the Tyranid fleets, they are subject to some modifications of the usual rules for scenarios, as described on page 7.

Attack Rating

Tyranid Vanguard Fleets are relatively weak attackers, as they are adapted for scouting and deploying infiltrators. As such, they have an attack rating of 2. They may still be motivated to strike against an enemy if the Hive Mind compels them to do so, however. A vanguard fleet may purchase the following upgrade:

Pheromone Rage (Attack Rating 3) 10 points

Reserves and Allies

A Tyranid Vanguard Fleet will never provide ships to or take ships from any other fleet list as reserves or allies.

"The blasphemy of the Tyranids is such that only one solution is acceptable. Extermination."

-Chaplain Ortan Cassius, Ultramarines Chapter

TYRANID GESTATING FLEET LIST

PRIMARY HIVE SHIPS

1+ Scylla Hive Ship w/ Synapse Node

A Gestating Fleet is relatively young, and will only have immature hive ships. You must include at least one Scylla hive ship in your fleet. In a Gestating Fleet, Scylla hive ships automatically benefit from a synapse node (with the additional +30 points included in their cost below), making them synapse creatures with Ld8.

Scylla Hive Ship w/ Synapse Node
(Ld8, 30cm Synapse) 95 points

Any Scylla class hive ship in the fleet may purchase up to two Hive Mind re-rolls as follows, usable only for allies within synapse range (including the hive ship itself):

One re-roll 15 points
Two re-rolls 30 points

ATTACK DRONES

The total number of attack drones allowed in a Tyranid fleet is determined by the number of Scylla hive ships you include. Note that attack and defense drones of the same type may be squadroned together.

Attack Cruisers

You may include one attack cruiser for each Scylla class hive ship in the fleet.

Kraken Carnivore 125 points
Leviathan Prowler 95 points

Attack Escorts

You may include up to 8 attack escorts for each Scylla class hive ship in the fleet.

Kraken Predator 30 points
Leviathan Vanguard 30 points

DEFENSE DRONES

The total number of defense drones allowed in a Tyranid fleet is determined by the number of Scylla hive ships you include. Note that attack and defense drones of the same type may be squadroned together.

Defense Cruisers

You may include up to 2 Emergent drones for each Scylla hive ship in the fleet.

Emergent Drone 45 points

Defense Escorts

You must include 4 Escort drones for each Scylla hive ship in the fleet. You may include additional escort drones beyond this number, counting against the allowed number of attack escorts in the fleet.

Escort Drone 20 points

USING A GESTATING FLEET

Gestating Fleets represent newly formed hive fleets that spend countless years developing and evolving, usually just outside the atmosphere of a doomed, helpless planet. At this stage, all biomass the fleet collects is used to grow the swarm. Thus, although such fleets lack the brute strength of the larger hive ships, they make up for this deficiency by fielding much larger swarms of vessels.

Upgrades

Ships in the fleet may purchase biomorph upgrades as described on page 8. Remember to add the cost of any upgrades to your fleet roster.

Scenarios

Due to the unique disposition of the Tyranid fleets, they are subject to some modifications of the usual rules for scenarios, as described on page 7.



"We cannot live through this. Mankind cannot live through this. In a single day they have covered the surface of this planet with a flood of living blades and needle-fanged mouths. Kill one and ten take its place. If they are truly without number then our race is doomed to a violent death before every shred of our civilization is scoured away by a force more voracious than the fires of hell themselves! Death! By the Machine God. Death is here!"

-Final words of Magos Varnak

Attack Rating

A Tyranid Gestating Fleet is still in the earliest stages of development, and as such it is much less likely to launch an attack, lest it attract too much unwanted attention. It has an attack rating of 2.

Squadrons

Tyranid escorts must be purchased in squadrons of 1 to 12 vessels, in any mix desired. Kraken Predators count as two escorts for the purposes of this restriction. In all other respects, a Tyranid Gestating Fleet uses the normal rules for assembling squadrons.

Reserves and Allies

A Tyranid Gestating Fleet will never provide ships to or take ships from any other fleet list as reserves or allies.

"They are coming! I feel them scratching inside my mind, scratching, screaming, running, so many - so, so many voices. They are coming for us - flesh, body and soul!"

BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

[Addition][Change] Clarified that a bio-ship which suffers a Synapse Severed result on the Critical Hits table may not use or benefit from synaptic control. Previously it was unclear if this would apply to a synapse creature.

[Change] Clarified that Fire criticals from Phage mines do not ignore shields, just like other mines (in other words, only hits that get through a target's shields will cause a Fire critical).

[Addition] Clarified that Phage mines must deploy from a ship's launch bays (reducing the amount of attack craft the ship may launch in the same turn), but otherwise follow the rules for mines (meaning they do not have launch limits, cannot join waves, etc).

[Change] Ships which purchase phage mines now do so for the entire ship, rather than on a weapon-by-weapon basis. Although this reduces granularity of options, it's easier for list construction and reduces the chance of "forgetting" which bays are upgraded and which are not.

[Addition] [Change] Ships that purchase multiple copies of the same weapon in the same location (i.e. prow, keel, port, and starboard – NOT just fire arc) combine those weapons into a single weapon system. Also clarified that ship configurations must be chosen when assembling the fleet.

[Change] Clarified that holofields and other defenses do function against bio-plasma – just not basic shields.

[Addition] [Change] Reworked the Massive Claws, clarifying that smaller ships are dragged along with the larger one, and restructuring the way damage is dealt. Victims may now escape if the Tyranid ship fails to maintain its hold on each of its turns.

[Addition] Clarified that the Kraken special rules do not cancel other special orders, but do prevent them from attempting further Brace for Impact orders.

[Change] Adjusted the functionality of Emergent and Escort drones. It is now clear that their identical special rules do not stack. However, the effect now stacks for each target behind drones, when a ship takes its target priority test.

This was mostly to clear up potential confusion with how this rule worked. Based on the wording, it seems clear that the rules do not stack within a class (i.e. several Escort drones),

so it didn't seem logical for the identical rules to stack between the two classes (i.e. a ship behind both an Emergent and Escort drone). However, it also did not make sense for this rule not to stack if a ship was trying to fire past drones protecting several different targets – so now you get -1Ld per target behind drones when you take the test.

[Addition] Tyranids may take Spore Fields – a minefield equivalent which produces phage mines.

[Addition] Tyranids may take an Infested Space Station – an orbital station equivalent which is operated by genestealers and benefits from the Tyranids' boarding/H&R rules.

[Change] Reorganized how the ships are presented in the book, simply for the sake of style. Now, Kraken, Leviathans, and Drones are grouped together in the profiles section, and are broken into two categories (Attack Drones and Defense Drones) in the fleet list.

Functionally speaking, the rules and restrictions for fleet building are identical, but should read a little smoother now.

[Change] Increased the amount of points Tyranids get in a Cruiser Clash scenario from 740 points to 750 points. This was solely to "round-out" the number, as it is much easier to remember that way.

[Addition] [Change] In a Planetary Assault, Tyranid fleets receive additional Escort drones instead of transports. Also clarified that hive ships and Emergent drones which become crippled lose their ability to score bonus assault points.

[Addition] [Change] The Tyranid Vanguard and Gestating fleets are now separate, fully independent fleet list pages (rather than just modifications to the core list).

[Change] In Vanguard Fleets, any ship or squadron may test to ignore Instinctive Behavior, not just escort squadrons. This seemed like an oversight in BFG:R, but I could be wrong.

[Change] Gestating fleets may not purchase pheromone rage, as they are too vulnerable to initiate many attacks.

[Change] Bioplasma arcs on Charybdis and Scylla hive ships has been adjusted. Port and Starboard options on the Charybdis are now Left / Right only, respectively. Port and Starboard options

on the Scylla are Left/Front and Right/Front respectively. This reduces the overlap of these weapons on the larger hive ships. The Charybdis now maxes out at 11 Left, 11 Right, and 8 Front. The Scylla now maxes out at 4 Left, 4 Right, and 6 Front.

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