

Hive Kraken Tyranid Army List

Hive Fleet Kraken armies have a Strategy rating of 1. All formations have an initiative rating of 1+.

Core Synapse Swarms

<i>Hive Fleet Kraken armies may contain any number of Horde Synapse Swarms and One Specialist Swarm per Horde Swarm.</i>			
<i>All Core Synapse Swarms are subject to "The Hive Mind" special rule. Each Core Synapse Swarm is composed of Clusters.</i>			

Swarm	Synapse Cluster	Brood Cluster	Rare Cluster
Horde Swarm	1 – 3	1 (+)	1 per Brood Cluster
Specialist Swarms	1	0	1 – 2

Synapse Cluster

Cluster	Units	Cost
Warrior	Two Tyranid Warriors	100 Points
Tyrant	One Hive Tyrant	100 Points
Zoanthrope	Two Zoanthropes	100 Points
0-1 Dominatrix	One Domoinatrix	350 Points
Node	One Synapse Node	150 Points

Brood Cluster

<i>(Large Brood Clusters contain double the number of units than Small Brood Clusters)</i>			
Cluster	Units	Small Cost	Large Cost
Termagants	Four Termagants	75 Points	125 Points
Hormagaunts	Four Hormagaunts	50 Points	100 Points
Ravengers	Four Ravengers	125 Points	200 Points
Gargyles	Four Gargyles	100 Points	150 Points

Rare Cluster

<i>(Large Brood Clusters contain double the number of units than Small Brood Clusters)</i>			
Cluster	Units	Small Cost	Large Cost
Biovores	Four Biovores	100 Points	150 Points
Carnifex	Three Carnifex	125 Points	200 Points
Trygon	One Trygon	75 Points	125 Points
Hierodule	One Hierodule	300 Points	550 Points
Swarmlord	Add Supreme Commander to a Hive Tyrant (0-1 per army if no Dominatrix is taken)	100 Points	
Dactylis	Two Dactylis	150 Points	250 Points
Exorines	Two Exorines	150 Points	250 Points
Haruspex	Three Haruspex	150 Points	250 Points
Malefactors	Three Malefactors	150 Points	250 Points

Support Swarms

<i>(You may take one Independent Swarm per core synapse swarm. All Support Swarms are Synapse Swarms and are subject to The Hive Mind special rule).</i>			
<i>(You may spend up to 1/3 of the army's points on Support Swarms)</i>			
Cluster	Units	Upgrades	Cost
Trygon Prime	One Trygon with Synapse Symbiote and Four Ravener units	Add One Trygon for +75 points Add Four Ravener units for + 100 points	250 Points
Harridan Prime	One Harridan with Synapse Symbiote and Four Gargoyle Units	Add One Harridan for +150 points Add Four Gargoyle units for +75 points	250 Points
Hierophant Prime	One Hierophant	Add One Hierophant for +500 points Add One Hierodule for +300 points	500 Points

Independent Swarms

<i>(You may take one Independent Swarm per core synapse swarm . Independent Swarms are not subject to "The Hive Mind" special rule)</i>			
<i>(You may spend up to 1/3 of the army's points on Independent Swarms)</i>			
Cluster	Units	Upgrades	Cost
Genestealers	Six Genestealers	Add 2 Genestealer units for +50 points Add 1 Broodlord character for +50 points	150 Points
0-2 Lictors	Four Lictors	Add 2 Lictors for +50 points	150 Points
Spore Mine Cloud	Six Meiotic Spore Mines	Add 2 Meiotic Spores for +50 points	150 Points

TYRANID ARMIES SECTION COMMON TYRANID SPECIAL RULES

THE HIVE MIND

The Hive Mind of the Tyranids is a single coordinating sentence. Its influence is projected through synapse creatures that communicate with their lesser kin via a form of telepathy. Under the control of synapse creatures the slave organisms act in perfect unison. However, should the synapse creatures be slain the basic creatures revert to their anomalous behaviors until other synapse creatures can exert control over them. This is represented by the following rules for Synapse Swarm, not Independent Swarm, formations:

Synapse Swarms ignore brood units for purposes of determining Formation strength during tiebreak.

A Synapse Swarm with no synapse units has an initiative of 3+ and may not capture objectives.

Synapse Swarm with at least one synapse unit ignores the -2 modifier for being broken when attempting to rally.

Additionally, it can absorb other Synapse Swarm formations with no synapse units at the end of its action. The formation must have one unit within 5cm of a unit from the formation(s) being absorbed. The units and blast markers of an absorbed Formation become part of the formation. A formation absorbed this way is considered completely destroyed for the purposes of tiebreak and the Break Their Spirit victory condition.

SWARMING

After a formation with at least one synapse unit regroups or attempts to rally it may swarm. Roll a number of dice based on the following modifiers:

Formation is not broken +1D3

No enemy units within 30cm +1D3

The total rolled is the number of swarm points available to the formation.

Brood (X) units in the swarm pool may be returned to play for a number of swarm points equal to "X".

A formation may only return units to play if it started the game with that type of unit. For example, if a formation began the game with Termagants but not Hormagaunts it could return Termagants, but not Hormagaunts, via swarming.

All units returned to play in this manner must be placed within 5cm of a unit from the formation that was there prior to swarming. These units may not be placed in enemy zone of control or in impassable terrain. Not all of the swarm points available need to be used, but any leftover are discarded.

AUGMENTED SWARMING

Some units are noted as having Augmented Swarming (+X). Units with this ability add a number of swarm points equal to "X" when their formation swarms.

SYNAPSE

Formations that contain at least one unit with Synapse (a synapse unit) may return brood units to play from the swarm pool via swarming.

BROOD

Units with Brood (X) (brood units) are placed in the army's off-board "swarm pool" when they are destroyed. These units may be returned to play via swarming for a number of swarm points equal to "X".

REGENERATION

War engine units with regeneration can regain lost damage capacity points. Each unit with regeneration regains one damage capacity point at the beginning of each turn's end phase.

Regeneration cannot be used by a destroyed unit nor may it increase a unit's damage capacity beyond the starting amount.

MOBILITY

Tyranid armored vehicle and war engine units do not take dangerous terrain tests. In addition, Tyranid light vehicle units count as infantry for the purposes of terrain (see E:A 1.8.4)

Fortification terrain features such as minefields or razor wire, and special terrain features such as lava flows affect Tyranids normally.