

THE GREAT DEVOURER

TYRANID HIVE FLEETS

by ANDY CHAMBERS

model conversions by Sherman Bishop and Jens 'The Hive' Kroenert

Ever since BFG came out people have been asking questions along the lines of 'When the hell are you guys going to get your fingers out and make a Tyranid fleet?!?!?!'. Well fret no longer oh purple tentacled members of the Hive Mind, for that jolly nice fellow Andy Chambers has been burning the midnight oil in order to bring you this, the one and only official Battlefleet Gothic Tyranid rules and fleet list!



Byond the human galaxy, beyond the range of human spacecraft and astrotelepathy, lies the unspeakable cold of the intergalactic void.

Few men have ventured into this realm and none have ever returned. It is the great barrier that divides galaxy from galaxy, a place where time and space conspire to hold the galaxies apart with inconceivable distances.

Yet the void is no longer empty. An immeasurably ancient and implacable intelligence moves through the cold and the darkness, its many eyes fixed on the distant glittering lights of our galaxy. The Great Devourer moves between the stars and hungers for the flesh of all who lie before it. This great organism, this monstrous entity, men know as the Tyranid race.

Even by naming the Great Devourer men betray their ignorance. Every thought and action, every spark of life in the Tyranid race is bound and interlinked into a single mind, into a single great entity which stretches over light years of space and is controlled by the immortal hive mind. A billion times a billion Tyranids stand at the rim of the galaxy yet each one is no more than a single cell in the living body of the hive mind, the devourer of worlds.

Seriously, though, for some time now Andy has been tinkering away with a set of rules to allow players to use Tyranid ships in BFG, and even managed to arrange for a small selection of Tyranid ship models to be made to go long with the rules (although the rules are designed to work just as well with scratch-built models – see elsewhere in this issue for details). Unfortunately, pressure of work on 40K has stopped Andy from really getting the time to finish the project off, so although the rules are written and the models made, they have not yet been fully tested.

I knew that Andy had been working on the rules, so when I joined the Fanatic crew I volunteered to help finish the project off. Initially my plan was to take Andy's rules, play-test them, sort out any problems, and then publish them as a supplement for the main BFG game. However, Andy was confident that the rules and list were in a playable state, so rather than make you guys (and gals!) wait for six months while we got them ready, I thought I'd let you join in with the fun by unleashing the current version of the rules to a wider audience in Battlefleet magazine.

You'll find Andy's Tyranid rules are on the following pages. Unlike the 'experimental rules' you'll find elsewhere in this magazine, these Tyranid rules are definitely going to be published as an addition to the BFG rules system in pretty much exactly the form you will find them here. However, we still need you to help us iron out any wrinkles or loopholes there may still be hiding in the rules, so that they work smoothly and fairly. So, please use these rules and the fleet list, and then write to us telling us if you ran into any problems. We'll be play-testing them also, and with your feedback we'll come up with the final version of the rules to be published as a stand alone BFG supplement some time next year. Until then feel free to use the rules in any games of BFG that you play – though if you're playing in a tournament you should make sure that the tournament organisers are cool with you using them first! We'd also like to know what you think of the Tyranids in general, what new miniatures you'd like to see, what new background – in short if you've anything to say that that relates to Tyranids in BFG we want to hear about it! Sadly we won't be able to reply to the mail we receive, but all the letters will be read and the ideas in them 'added to the melting pot'.

Have fun, and remember to write us with your comments,

Levinus Lel

The primary difficulty of strategic studies of the aliens designated as the Tyranid race is engendered by their mobility and methods of attack. Hivefleets of varying sizes have been encountered and only one unifying feature of their methods has been established, to wit that they maintain no permanent establishment on habitable worlds once they have been subdued. Hivefleets stop in one place only long enough to strip the worlds they have conquered before disappearing into deep space until they strike again. In strategic terms the hivefleets' attacks appear to be primarily opportunistic. As worlds with desirable resources are discovered the nearest hivefleet will move to consume them. Thus, relentlessly, they are drawn towards inhabited space and the most densely populated areas of the Imperium. As such this document will confine itself to the known capabilities and actions of the Tyranids. Addenda shall be added as and when overall strategic objectives for the Tyranid hivefleets can be determined.

PARTICULARS

The invasion of a system can be broken into five discrete phases: Discovery, Approach, Attack, Subdual and Consumption.

The first indication that something was amiss was the detection of a cloud composed of a large number of unidentified objects entering the fringes of the Tyran system. Scanning and telemetry revealed little about the mysterious cloud but showed it emitted no energy signatures or signals of its own. The objects themselves were non-metallic and irregular in shape, which ruled out a fleet of starships or pieces of a space hulk cast up by the warp.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

Phase I: Discovery

Discovery of potential targets is undertaken primarily by warp-capable drone-ships which disperse among the star systems close to a hivefleet. Over the course of decades these living ships methodically investigate planets and, upon discovery of likely candidates, seed worlds with 'vanguard' organisms such as Lictor and Genestealer infiltrators and various Gaunt species. It is believed that the psychic signature of these creatures draws the hivefleet to them proportionally to their numbers. If the Tyranid nests are fruitful and multiply quickly the hivefleet is soon drawn to the apparently rich feeding grounds, less successful colonies appear to be given a lower priority.

This method is also employed by the use of wrecked space hulks to carry pockets of Genestealers ahead of the hivefleet on the

The menace of the Tyranids cannot be underestimated. They are unique in so many respects: their capacity to mutate and evolve, the bio-technology of their weapons and space craft, their gestalt consciousness and their single-minded purpose of being. Because we have never been able to reason with them, our only interaction has been war. Yet think what we could learn from them! They are not all beasts, these creatures. Many are evidently cunning and intelligent. If we could only communicate with them, how both races would benefit! With communication would come mutual understanding and respect. The frontiers of human science would be pushed back. Human and alien could live together in peace and harmony...
[records deleted from this point, by order of the Commission for Human Purity]

Excerpt from the personal log of Genetor Malin. When the pervasive nature of his dangerous theories was uncovered, the Genetor was immediately removed from office, stripped of all his rank and privileges, and sentenced to spend the rest of his natural life in the prison Astrophel Penitente.

uncertain currents of the Emyprean. If the creatures arrive at an inhabited world they can infect its populace with a genetic corruption and achieve a vanguard of hybridised slaves which will also attract the attention of a hivefleet. The success of this approach can be argued by the fact that Genestealers have been encountered aboard space hulks in every Segmentum of the galaxy. Likewise Genestealer infestations are commonplace enough that the High Lords have issued no less than eighty decrees pertaining to their cleansing by Exterminatus in the last decade.

If all else fails it is believed that the hive-ships perform some form of spectrographic analysis of the radiation from the nearest stars to select a destination. This has been born out by the fact that 72.3% of encounters with hive-ships (as opposed to the smaller drones) have taken place in systems containing class F2IV -K9V stars. This spectral band covers 81% of the worlds inhabited by humanity.

Phase II: Approach

The arrival of the hivefleet is preceded by what the Adepts term 'The Shadow In the Warp', a psychic disturbance which renders Astropathic communication impossible, blots out the Astronomicon and renders warp travel extremely unpredictable. Both the relativistic distance and size of the Hivefleet affect the intensity of the warp-shadow, but in several reported instances entire sectors have disappeared beneath it. As such the shadow in the warp forms an uncertain compass of the Tyranids movements, all too often the target of their attack becomes apparent only after it has been enveloped and rendered unapproachable.

As the tiny system ship closed the range Varnak was amazed by how regular in size the objects in the cloud were. Groups of smaller objects hung close to the largest ones in almost perfectly spherical halos. As the commander closed with the nearest large object his sensors showed him that it did possess a rough kind of symmetry after all. Its surface was covered in fantastic ribs and whorls. The texture and surface composition of the object was similar to an asteroid that had been worked or fashioned somehow and then left to drift in space. Closer still the sensors picked up vanes of opaque matter which spread from the object and angled towards the sun like sails.

A sudden warning from his crew alerted Varnak: the smaller objects now surrounded the research ship and were closing the range, apparently under their own propulsion. Magos Varnak brought the ship around and started to move away from the large object. He attempted to broadcast messages in a variety of media, using not just radio waves but light, colour, radiation and others. No change or response was visible or detectable. If anything, the smaller objects were now approaching more quickly. In desperation Varnak fired the boosters to drive the ship free of the closing web of objects.

As the ship passed close to the nearest object it detonated with shocking force. The shock wave inflicted crippling damage on the ship, Magos Varnak was injured and several members of the crew were killed. Worse still, the ship continued to suffer further damage as it pulled away. Several more compartments blew out without warning and power lines failed minutes after the explosion. Fortunately, the ship's engines held and it limped away at best speed to Tyran.

By heroic efforts Magos Varnak piloted the ship back to Tyran Primus and crash-landed it in the ocean nearby. Investigation of the ship and its record tapes showed that the vessel had been struck by a variety of complex acids and viruses which had eaten away over 20% of its hull. By now the cloud was approaching at greater speed than before, and the Imperial scientists estimated that its current rate of progress would move it into Tyran's orbit within less than a week. The biological origins of the acids and viruses indicated that they originated from a living host. Genetors postulated that the cloud was composed, in part or in whole, of a swarm of vacuum-dwelling life forms previously unencountered by Man.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

The bio-ships which comprise the fleet may either exit the warp simultaneously at the edge of the system or, in many reported instances, exit in deep space and drift towards their objective. This latter approach renders the Hivefleet virtually invisible to long-range augury and Astrotelepathic detection. There has been speculation that some hivefleets may actually drift through realspace for the entire voyage between systems, but as this would entail a journeytime of decades or centuries of

hibernation it must be consigned to the realm of conjecture.

Phase III: Attack

The Tyranid invasion is begun by the hiveships releasing spores into the target's planets atmosphere. The mix typically includes mycetic spores for landing 'vanguard' and 'main force' ground assault swarms, spore 'mines' of a corrosive, poisonous and/or explosive capability, zoomorphic symbiotes and parasites, plus fertilisation, weather modification and necrotic varieties. Flying creatures are also dispatched, primarily swarms of winged Gaunt species tended to by the dropship-sized Harridan brood organisms.

Phase IV: Subdual

In the initial phases of invasion the flying swarms make concentric attacks in an effort to herd lifeforms into the path of ground swarms. Pre-existing Vanguard organisms will move to join the advance, presumably sharing their information of local DNA, topography and resistance with higher synaptic receptors of the Tyranid hive mind. Battles are frequently reinforced and expanded by the direct dropping of reinforcements in mycetic spores from the hive ships in orbit.

The ground swarms are continuously reinforced with increasingly powerful contingents of Tyranid Warriors, bio-artillery and specialised organisms like the Carnifex assault-beasts and Hive Tyrants. As resistance lines stabilise they are infiltrated or smashed with coordinated wave attacks and mycetic spore drops. Centres of resistance are surrounded, besieged by the gathering of increasingly large and powerful swarms until they are overrun.



Phase V: Consumption

Strictly speaking the consumption of the planet under attack is undertaken continuously from the moment the hiveships achieve low orbit and release organisms into the atmosphere. However, the point upon which the hiveships begin to replenish their reserves of bio-mass from the planet is a discrete phase which forms the culmination of the Tyranid assault.

Initially emerging Tyranid feeder organisms spring up in the wake of the ground swarm's advance, mobile ones following hard at its heels while sessile varieties spread and multiply at a ferocious rate, hybridising or

absorbing native life. Carrion from the battlefields is quickly consumed and used by several species to pupate and metamorphose into larger lifeforms. Bio-factory organisms harvest and transmute the remaining feeders into nutrient gels which are employed to feed the fighting swarms and droneship-haulers which replenish the hiveships in orbit.

During this period, climate and humidity is subject to modification, as increasing numbers of Tyranids organisms manipulate weather patterns to achieve maximum growth, carbon dioxide and nitrogen are leached away, leading to an increasingly oxygen rich environment. As resistance is overcome more and more of the planet's surface is stripped bare by continuous harvesting until the hivefleet concludes its actions by draining the planets' atmosphere and seas. At this point many hiveships will calve, adding to the numbers fleet's numbers of drone-vessels and immature bio-ships. The attack complete, the hivefleet will then move into deep space again to seek a new target.

Tyranid hivefleets typically comprise of a mix of large Hive ships and larger quantities escort-sized 'drone ships'. The smaller vessels generally act instinctively and are only unified into a coherent strategy by the psychic emanations of the hiveships. The need for the hiveminds' overall control to be channelled through synaptic links makes Tyranids fleets ponderous but well co-ordinated, a factor which is more than compensated by their

The three surviving system ships, which Varnak had held in reserve for such a moment, pursued the attackers beyond the edge of defence laser range. They shattered one of the objects, inflicted surface damage on two more and split the surface of another so that it leaked blobs of liquid into the void. The system ships, however, were wrecked by return fire from dozens of objects in the cloud. Only two of the ships managed to make it back to Tyran and these were both effectively destroyed by the same acids and viruses that had consumed Varnak's ship.

Further analysis of the records from the wrecked system ships showed that the objects were undisputably organic, protected by a dense carapace of stone-like material which could only be compared to silicon-based bone or insect chitin. The creatures appeared to have softer internal components, and contained fluids. Micro-examination of the tapes from Silo 3 showed hordes of tiny shapes tumbling from the creature it had destroyed. Because of the distance little could be defined on the pictures, save that the shapes comprised a triple segmented central section and six mobile protuberances which had bilateral symmetry.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

overwhelming numbers.

To represent the unique nature of the Tyranid bio-ships many of the standard Battlefleet rules are modified as detailed below. The rules are laid out in accordance with the turn sequence. Any rules not specifically modified apply as normal to Tyranid ships.



Tyranid bio-ships by Jens Kroenert

Rules for Tyranids in Battlefleet Gothic

MOVEMENT/ SPECIAL ORDERS

All Tyranid vessels use Instinctual behaviour unless the Hive Mind (ie you!) tells a ship or squadron to do something different via the psychic influence of the hive ships.

For ships or squadrons using instinctive behaviour read down the list of conditions cited on the table below and give them the first appropriate action or special order you come to. No command check is needed for special orders, but there may be specific activities that must be undertaken in the vessel's movement.

For example: A Tyranid cruiser wishes to move towards the enemy fleet in support of its Hive Ship but fails the Ld test. We check the Instinctive Orders table – there are no celestial phenomena or enemy ships close or in range but there is a planet on the table. The Cruiser has to move towards the planet even though this actually takes it further away from the enemy fleet it wished to close with.

Synaptic Control

Only Hive ships have a Ld value, which is purchased at a fixed value on the hivefleet list. During the Movement phase each Hive ship can make a Command check to change or ignore instinctual behaviour for themselves or another ship/squadron within 45cm. If the test

is successful the Tyranid player has control of the ship/squadrons' movement and may place it on special orders if desired. Ships/squadrons placed on reload ordnance special orders must still roll a D6 to complete them as specified by the instinctual behaviour chart below. Rolling doubles for reload ordnance special orders does not cause Tyranid ships to run out of Ordnance

Attempts to use synaptic control count as a command check so a Hive ship can keep testing until a command check is failed. However, if one hive ship fails a command check this does not prevent another hive ship attempting to use synaptic control. In effect each hive ship can make at least one attempt to override instinctual behaviour.

For example: A Tyranid Drone wishes to overcome its instinctive orders so tests on the Ld of a Hive Ship within 45cm but fails. Because there is another Hive Ship within 45cm it may test again and may continue to do so so long as there are Hive ships within 45cm of it.

Brace For Impact

During either players turn Tyranid ships/squadrons can go onto Brace for Impact orders by testing against the Ld of the nearest Hive ship. As normal this order is only removed

INSTINCTIVE ORDERS

Condition	Action/order
1. Normal movement will take ship(s) into an Gas/dust cloud, Asteroid field, planetary rings, minefield, warp rift or other dangerous Celestial phenomena.	Burn retros
2. Nearest enemy is in front fire arc and less than 15cm away. Must move into contact and initiate a boarding action if possible.	No special order
3. Nearest enemy is in front fire arc and more than 90cm away.	All Ahead Full (+2D6cm instead of +4D6cm).
4. Nearest enemy is within rear fire arc (Escorts only)	Come to new heading.
5. Enemy in front fire arc and within range/fire arc of operational bio-weapons	Lock-on
6. Ordnance needs reloading. Roll a D6, escorts ships successfully reload on a 4+, capital ships on a 2+. If a capital ship fails to reload then it loses a hit instead (this damage does not cause criticals, and the ship will not lose its last hit).	Reload ordnance
7. None of the above conditions apply. If there is a planet on the table, the ship/squadron must end its movement closer to it than at the start of their move.	no special order

The data codex was retrieved by Inquisitor Kryptman over a year later from a dry, dead planet which at first could not be identified as Tyran at all. The Imperium's last message from the base had been a short and garbled communication from the station's Astropath, a dire prophesy of doom and a mental image of the skies over Tyran turned black with swarming monsters. From the world of Tyran the unseen invaders acquired a name at last – Tyranids.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

at the end of the Tyranids' next turn. Ships on Brace For Impact orders which are acting instinctively obey the movement restrictions listed above but do not change their special orders.

SHOOTING

Targeting

Tyranid ships always target the nearest enemy ship unless a special scout-drone 'highlights' another enemy within range. No Ld test is allowed for Tyranid ships to select a target other than the nearest. Ordnance markers are always ignored and may not be fired at.

Scout-drones highlight all enemies (including ordnance) within 15cm, and these can be targeted freely by any other vessels in the Tyranid fleet which are within range.

Tyranid Weapons

Bio-plasma: Bio-plasma is treated like a lance shot – roll 1 dice per point of strength, and it hits on a 4+ regardless of armour. Because it is a relatively slow moving attack, like that of a bomber squadron, bio-plasma ignores shields. Unfortunately, this factor also limits the range of bio plasma to 15cm.

Pyro-acidic batteries: These Tyranid weapons work by launching compact organic shells containing virulent toxins and pyroacids. These can cause considerable damage on impact, but it is the release of their ravaging payloads into the confines of a ship that can prove the most deadly. Pyro-acidic battery fire is worked out in the same way as an ordinary ships weapon battery. Any ship which is hit by Pyro-

acid weapons has a chance that they will continue to be eaten away by the deadly bio-agents. Ships which suffer a critical hit from a pyro-acid weapon automatically receive an additional fire critical as well (it's not actually a fire, but the long-term effect is comparable).

Feeder Tentacles: 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 the ship moves into contact with an enemy ship, it attacks with its feeder tentacles. Roll a D6. On a score of 1, 2 or 3 it makes this many hit-and-run attacks on the target as scattered broods of Tyranid creatures rampage through the vessel. On a score of 4+, enough bio-engineered nasties are delivered to initiate a full-scale boarding action which is resolved in the End Phase. In this case the Tyranid ship may still fire and does not suffer any damage from the boarding action.

For example: A Tyranid ship equipped with Feeder Tentacles is in contact with an Imperial ship, it rolls a D6 and scores a 4. In the End Phase the Tyranid player may roll for a boarding action but the Imperial player may not because Tyranid vessels are just too scary to board. In addition the Tyranid vessel may still fire its weapons in the shooting phase because this has no effect on the boarding action being commenced.



Tyranid cruiser and escort by Jens Kroenert

Massive claws: Tyranid vessels are terrifying in combat at close quarters. Not only are they packed full of bio-engineered killing machines, often the ships themselves have specially evolved claws designed to rip through the armour of its target, or crushing mandibles that latch onto the ship's prey and then slowly but inevitably tear through decks and gantries. When the Tyranid ship moves into base contact with an enemy, roll two D6, each roll of a 4+ inflicts one hit on the target, ignoring shields. If both attacks hit then the vessel has grabbed the target in its fearsome grip and will not let

Amazingly a surviving eye witness had been recovered from the wrecked stellar liner, Galactis Luxor. He had been found drifting in a life pod close to the Macragge system at the edge of Ultramar. The witness, a junior officer in the Luxor's crew, had reported that his ship was forced to exit the warp when it encountered unexpected turbulence. It emerged into real space at the edge of what they thought was an uncharted asteroid field.

Several of the "asteroids" had moved with surprising speed towards the Luxor. Before the resulting confusion was resolved the Luxor had been hit and damaged three or four times by some kind of kinetic weaponry launched from the Tyranid ships. Where the hits struck, the hull began to melt away like wax. Soon the whole ship was depressurizing fast and the officer was caught without a pressure suit. To avoid asphyxiating he clambered into one of the undamaged life pods and was boosted away from the ship. As he drifted away, apparently unnoticed by the Tyranids, he saw one of their ships fasten itself onto the Luxor and wrap pulsating tendrils around it.

The Tyranid ship described by the officer looked like a living creature, very different from the dark and forbidding objects shown in Varnak's data codex. The bio-ship had a sweeping prow of pallid bone linked to a spiralling carapace of overlapping plates which pulsed with vitality and vivid colours. Its diamond-scaled flesh was taut across ridges of bone and muscle. Dark pits along its flanks hinted at sinister weaponry and as it hung in space with the Luxor in its grip it looked to be feeding on the stricken liner. The sight of the creature had almost driven the officer mad and he had to be kept unaware that the crew and passengers aboard the Galactis Luxor had completely disappeared.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

go until either it or its prey is destroyed. Neither vessel can move if they are of the same class or smaller (ie capital ship to capital ship), a larger class vessel may still move but only at half rate. Both ships may shoot at half effectiveness (nova cannon and similar special weapons cannot fire). In every End phase roll to attack again (two dice needing 4+ to hit). If both attacks hit when a vessel is already grappled then it takes a third additional hit.

Either ship may conduct boarding actions as normal. Massive claw attacks can cause critical hits as normal.

Shields

Tyranid ships do not have shields in the normal sense. Close range protection is achieved by the bio-ships discharging clouds composed of millions of mine-like spores. Spores are more accurately a form of ordnance, and are explained fully in the ordnance rules. However it is worth noting that while a bioship is protected by spores in base contact it counts as being shielded both for shooting and potential damage from celestial phenomena.

ORDNANCE

Turrets

Tyranid ships do not have turrets. Interception of enemy Ordnance is undertaken by spores.

Attack Craft and Torpedoes

Some Tyranid ships may have launch bays or torpedo batteries. Tyranids may only launch boarding torpedoes and assault boats, or rather their biological equivalents in the form of giant hull-boring worms, ether-swimming brood carriers, protazoid enzymes, ravening limpet mines and the like.

Every Tyranid ship has spore cysts capable of launching spore clouds which are a special type of ordnance. Spores have a speed of 15cm, and act like fighters against other ordnance. They also count as blast markers for the purpose of shooting through them. If they are on a friendly ship's base then they act as a shield – each hit removes a spore and it is replaced by a blast marker. If a spore moves into contact with an enemy ship then it acts like a bomber. Spores may be launched in waves. Spore cysts must be reloaded before launching again like other Tyranid ordnance.

Spore cloud Instinctive behaviour

Spores are extremely simple organisms and even with the influence of the hive mind they only move according to a crude form of instinctive behaviour. This cannot be overcome by using hivemind influence.

Designers Note

Representing Spores:

Use the card asteroid counters from Battlefleet Gothic to represent spore clouds. Don't worry about the fact that they are different sizes too much, the chances are that the Tyranid player will run out of big ones to put down long before it becomes an issue. I'm told that dried peppercorns look good as models spores if you want to try basing some up.

SPORE CLOUD INSTINCTIVE BEHAVIOUR

Condition

1. Enemy Ordnance marker within 30cm
2. Enemy vessel within 15cm
3. Friendly vessel within 30cm.

Action/order

- Move toward nearest.
- Move into contact
- Move towards nearest

It's important to apply the priority given above, so spores will always move towards enemy ordnance within range as their first priority, making it possible to lure away spores with ordnance.

END PHASE

Boarding

Tyranids are a horror in boarding actions. A fearless, animalistic rush of clawed, fanged monsters has been the death knell of many a ship. Tyranids always count double their boarding value, plus they roll two D6 and use the highest result in boarding actions.

Hit And Run Attacks

The nightmarish innards of a bio-ship are an environment hostile enough to rival the worst death-worlds. Even finding a target amongst the organs, nerve centres and arteries is difficult, and in the face of a horde of enraged Tyranid bio-constructs it often becomes fatal. Because of this Hit and Run attacks against Tyranid ships roll two D6 and take the lowest result. Tyranid ships may initiate Hit and Run raids as detailed in the battlefleet Gothic rulebooks. The Tyranid player adds +1 to the result when making Hit and Run raids.

All Is Lost

No crew would ever surrender their vessel to the Tyranids, or let themselves be consumed by the horrors one by one, trapped in their metal tombs. Many times desperate vessels have destroyed themselves rather than succumb to that fate. To represent this capital ships can attempt to self destruct when boarded by Tyranids by passing a leadership test in the End phase. If the leadership test is failed the crew must face their terrible fate at the hands of the Tyranids. If the test is passed roll a D6; on a 1-3 the ship suffers catastrophic damage result of plasma drive overload. On a 4-6 the ship suffers the warpdive implosion result instead.



Tyranid spores by Sherman Bishop



The scout ships observed the Tyranid bio-ships slowly open orifices and expand opaque vanes to catch the radiation from the sun before accelerating towards the inner planets. These vessels shared the dark and forbidding aspects of those observed at Tyran rather than those described by the lone survivor of the Galactis Luxor. Within minutes five Ultramarines strike cruisers jetted toward the flanks of the hive fleet on tails of plasma fire, slashing at it with lasers and torpedoes before pulling away to regroup and attack again. In their wake two of the larger Tyranid vessels listed drunkenly away from their fellows, great holes and burns in their stony carapaces spewing fluids into the vacuum of space.

In perfect synchronicity the hive fleet deployed hundreds of organisms to keep the strike cruisers at bay. These creatures drifted along passively before exploding with great force when a ship passed close by them. On the next firing pass three cruisers were hit by these organic mines and further damage was inflicted by the bio-ships firing high velocity projectiles, charged particle beams and plasma discharges. The strike cruiser Cassius had its drives crippled by corrosive viruses and as it drifted helplessly was overwhelmed by a swarm of small Tyranid drone ships. Whether by accident or design the Cassius was not to be captured: its plasma drive went critical and the cruiser and a dozen of the Tyranid vessels were incinerated in an expanding halo of brilliant white light.

The strike cruisers were clearly unable to face the firepower of the hive fleet alone; so far their attacks had not even slowed its progress. They circled the hive fleet warily and closed in on the two stragglers bio-ships crippled in the first pass. No other Tyranid vessels dropped back to protect the cripples and the cruiser squadron swiftly blasted them apart. Meanwhile, the hive fleet relentlessly bore down on the inhabited planets of Macragge. The cruisers shadowed the fleet while they conducted repairs and sought further opportunities to inflict their pin-prick attacks on the hive fleet.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

Tyranid Hive Fleet List

FLEET COMMANDER

The Tyranid player may opt to include the direct influence of the hive mind in lieu of having a fleet commander. These take the form of Hivemind Influence Rerolls, which work in the same way as normal command re-rolls, and Hivemind Imperatives, which will cause a command check or Leadership test to be passed automatically. The decision to use a Hivemind Imperative must be taken before the dice are rolled.

Hivemind Influence Reroll.....30 pts each

A maximum of one Hivemind Influence Reroll can be purchased per Hiveship in the fleet.

Hivemind Imperative40 pts each

A maximum of one Hivemind Imperative can be purchased per two Hiveships in the fleet.

Squadrons

Tyranid Escorts come as squadrons of 2 to 6 vessels, while all other types are individuals (including drone ships) and may not deploy in squadrons.

HIVESHIPS

Each hiveship allows the Tyranid player to purchase up to 500 pts from the hiveship list. If no hiveships are chosen only scout drones may be used. Hiveships have a starting Ld of 8.

Hiveships200+ pts

Increase to Ld 9 +40pts

CAPITAL SHIPS

You may include any number of Capital Ships

Tyranid Cruiser80+ pts

ESCORT SHIPS

You may include any number of escort Ships

Scout Drone30+ pts

Medium Escort Drone15+ pts

Heavy Escort Drone25+ pts

ORDNANCE

Up to 10% of the fleets points allowance may be spent on Ordnance markers.

Assault boat markers15pts each

Str 4 Boarding Torpedo markers20pts each

Spore markers10pts each

Ship types

Tyranid 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, rather than picking a fleet from a selection of pre-set ship classes, a Tyranid player can design certain elements of their ships themselves. The ships are broken down into several categories, based upon their size and role. This gives the ship its basic statistics. It may also be given some 'fixed' weapons (including the number of Spores it can launch). The rest of the entry details the various weapon options available.



Tyranid Hiveship

200pts



Tyranid Hiveship by Sherman Bishop

Tyranid hiveships are monstrous, void swimming leviathans that are found at the very heart of the hivefleets. Tremendous physical variety has been observed in these behemoths, although thick, stone-like armour plates and dense clusters of weapon growths are common features. Despite their seemingly impossible size, hiveships are living creatures incorporating millions of bio-engineered organisms. Each is biological factory capable of creating millions of Tyranid organisms, of replicating genomes and splicing together new creatures perfectly adapted for each new world encountered. Tens of thousands of Tyranid warriors are carried aboard hiveships, the cocooned officers of nightmare hordes yet to be born.

TYPE/HITS	SPEED	TURNS	ARMOUR
Battleship/10	15cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	6	N/A
Prow Bio-Plasma	15cm	4	Front/Left/Right

Weapon Options

Prow weapon: A Tyranid Hive Ship may be given up to one of the following weapons on its prow for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	45cm	8	Front	+40 Pts
Feeder Tentacles & Massive Claws	Contact	Special	Front	+15 Pts
Bio-Plasma Spines	15cm	4	Front/Left/Right	+20 Pts
Torpedoes	30cm	6	Front	+25 pts

Thorax weapon: A Tyranid Hive ship may be given one of the following Thorax Weapons for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	45cm	8	Front	+40 Pts
Bio-Plasma Discharge	15cm	4	Front/Left/Right	+20 Pts
Launch Bay	Assault Boats 30cm	4	N/A	+40 pts

Port/ Starboard weapons: A Tyranid Hive ship may be given up to three of the following weapons at the points cost indicated (points value covers both starboard and port weapons):

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	6	Left/Right	+30 Pts
Bio-Plasma Discharge	15cm	2	Left/Right	+20 Pts
Launch Bay	Assault Boats 30cm	2	N/A	+40 pts



Tyranid Cruiser

80pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Cruiser/6	15cm	45°	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	3	N/A

Weapon Options

Prow weapon: A Tyranid Cruiser may be given up to one of the following weapons on its prow for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Feeder Tentacles	Contact	Special	Front	+10 Pts
Massive Claws	Contact	Special	Front	+5 Pts
Torpedoes	30cm	4	Front	+10 pts

Thorax weapon: A Tyranid Cruiser may be given one of the following Thorax Weapons for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	6	Front/Left/Right	+15 Pts
Bio-Plasma Discharge	15cm	4	Front	+20 Pts
Launch Bay	Assault Boats 30cm	2	N/A	+20 pts

Port/ Starboard weapons: A Tyranid Cruiser may be given up to two of the following weapons at the points cost indicated (points value covers both starboard and port weapons):

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	6	Left or Right	+20 Pts
Bio-Plasma Discharge	15cm	4	Front	+20 Pts
Launch Bay	Assault Boats 30cm	2	N/A	+40 pts



Tyranid Cruiser by Jens Kroenert

Tyranid Droneship

30pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Escort/1	25cm	90 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spore Cysts	15cm	1	N/A

Weapon Options

Weapons: A Droneship may be given one of the following weapon systems, for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	2	All round	+5 Pts
Feeder Tentacles	Contact	Special	Front	+5 Pts

Notes: Ships within 15cm of a Drone ship can always be targeted by other Tyranid vessels.

Tyranid Heavy Escort

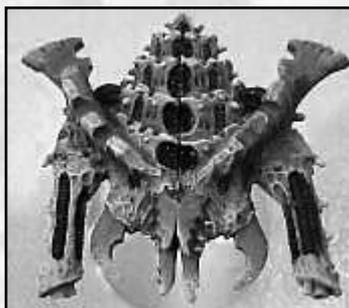
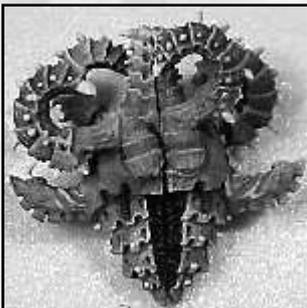
25pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Escort/1	20cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	1	N/A
Pyro-acid battery	30cm	2	Front

Weapon Options

Weapons: A Heavy Escort may be given up to one of the following weapon systems for the points indicated (you may take two of the same weapon if you wish):

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	2	Left/Front/Right	+15 Pts
Feeder Tentacles	Contact	Special	Front	+5 Pts
Bio-Plasma Discharge	15cm	1	Front	+15 Pts
Torpedoes	30cm	2	Front	+15 pts
Launch Bay	Assault Boats 30cm	1	N/A	+10 pts



Tyrannid Medium Escort

15pts

TYPE/HITS	SPEED	TURNS	ARMOUR
Escort/1	15cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	1	N/A

Weapon Options

Weapons: A Medium Escort may be given one of the following weapon systems for the points indicated:

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC	POINTS
Pyro-acid battery	30cm	2	Left/Front/Right	+ 15 Pts
Feeder Tentacles	Contact	Special	Front	+5 Pts
Torpedoes	30cm	2	Front	+ 15 pts
Launch Bay	Assault Boats 30cm	1	N/A	+ 10 pts



If the Tyrannids were aware of the approach of the Ultramar fleet they did not react to it. The shining blue knives of Calgar's fleet sliced into the hive fleet in a blinding flare of criss-crossed laser fire. The three battle barges Caesar, Octavius and Severian spearheaded the attack, at one point vapourising a whole Tyrannid ship at close range with devastating combined salvos from their bombardment cannon as they cut their way into the swarm. Simultaneously, squadrons of Thunderbolt fighters rose from Macragge and attacked the Tyrannid ships between Calgar and the planet. All seventy two craft of the leading fighter group peeled off to hit a gigantic bio-ship in their path, crippling it with torpedoes and fusion bombs for the loss of only twenty three fighters.

As the monstrous vessel twisted helplessly in the tightening grip of Macragge's gravity well it came within range of the northern polar defence fortress, one of two giant defence citadels buried in thousands of metres of rock and ice at the planet's poles. The polar fortresses were keystones in the planetary defences of Macragge and as such their auxilia garrisons were reinforced with Ultramarines of the veteran First Company, many equipped with Terminator armour, and with Titans of the Legio Praetor. Ravening bolts from the citadel's defence lasers punched along the stricken bio-ship from stem to stern. Tumbling out of control and trailing fluids, the vessel hit the upper atmosphere and began to burn.

Excerpt from the history of the First Tyrannic War – Hive Fleet Behemoth.

CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	Spore Cysts injured. The ship's spore cysts are badly damaged by the hit. The ship's spore cysts may not be used until they have been repaired.
3	+0	Starboard armament wounded. The starboard armament is severely injured by the hit. The ship's starboard armament may not be used again until it 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 it has been repaired.
5	+0	Prow armament wounded. The ship's prow is ripped open. Its prow armament may not be used until it has been repaired.
6	+1	Thorax Armament wounded. A large tear in the vessel's thorax prevents its weapons discharging. The ship may not use its thorax weapons until the damage is repaired.
7	0	Heavy wound! Internal organs are ruptured and massive bleeding weakens the vessel. Roll to regenerate the heavy wound in the End Phase, if the wound is not repaired it causes 1 point of extra damage and keeps bleeding.
8	+1	Discharge vents wounded. One of the huge biological valves that manoeuvre the ship through the ether are crippled. The ship may not turn until the damage is repaired.
9	0	Synapse severed. The nerve bundles which connect the ship to the hive mind are badly damaged. The ship cannot have its instinctual orders overridden by the hive mind until the damage is repaired.
10	0	Spore cysts ruptured. The ship's spore cysts suffer larvae failure and seal up. The ship may no longer use its spore cysts. 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 armoured hide of the ship suffers immense damage, spraying alien ichor far into the void. Make a bio-plasma attack with Strength 1 against any other ship within 2D6cm.

NOTE: If a critical hit is rolled which cannot be applied, for example a ship with no prow weapons gets a Prow Armament wounded critical, apply the next highest critical instead. In this case the ship would suffer thorax armament damage.



CATASTROPHIC DAMAGE TABLE

2D6 Roll	Blast Markers	Result
2-7	1	Drifting Carcass. The limp remains of the 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	1	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 after its move.
10-11	1/2 Damage	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 ship within 3D6cm, with a firepower equal to the ship's starting damage.
12	Damage	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 ship within 3D6cm, with a Strength equal to half the exploding vessel's starting damage.



Amidst the rings of Circe the Imperial fleet turned at bay, their engines holding them at a dead halt above bands of storm that reached about the giant's circumference. The Tyranid ships swept forward in a wave which filled the monitors and gun sights with targets. Laser salvos and plasma beams struck down the bio-ships by tens and then hundreds but the hive fleet ground forward regardless of loss. Vessels of both sides fell towards Circe's hungry pull as they were hit, tumbling down to be smashed apart in the stony rings or to send flares of incandescent gas jetting into space as they burned amidst clouds below.

One by one the Imperial vessels were grappled and overrun or torn apart by the hail of shots from a dozen foes. The rings flared with the bright flashes of Imperial ships dying in fiery wreaths of plasma. The skies above Circe were filled with the detritus of war, charred fragments of ships and bio-ships merging together to form new rings of steel, blood and bone. At the height of the battle only a fraction of the Imperial warships remained operational, amongst them the scarred bulk of the Dominus Astra.

Giving his remaining ships a final order to scatter, Lord Admiral Rath swung the mighty capital ship about and thrust forward into the heart of the hive fleet. Roaring forward on its many tails of white fire the Dominus Astra ripped through the bio-ships with its jagged ram, weapons blasting from every gun port and turret, the enemy so close that the shot and detonation of its fusion cannon were simultaneous. For a brief instant the Dominus Astra kept the horde back with the blaze of its weapons before the Tyranids swept in like a tide of bone and flesh to cover it with their numbers.

A black globe crackled and flared into existence over the spot. Real space rippled visibly and then shuddered back before the groaning warp drives of the Dominus Astra as it hurled itself into the warp. Reality contorted under the strain: mass and warp energy collided in a cataclysmic implosion of black light and impossible sound. All of the closest Tyranid ships were dragged into the Astra's displacement and were lost with it. Those further away were smashed in the swirling storm of dust, rocks and other detritus swept into the ship's wake. Great flares of incandescent gas gouted up from Circe to incinerate the handful of surviving ships that remained in a holocaust of flame.

The Dominus Astra disappeared into the warp never to be seen again. Only a dozen other ships of the proud Tempestus fleet survived the battle of Circe. These limped away towards Macragge, though the battle for the Ultramarines' homeworld would be long over by the time they arrived.

SAMPLE HIVESHIPS

The Tyranid Fleet List is the most diverse in the whole game. This allows for many varied fleets and ships. We asked around the Fanatic office to see what the crew could come up with.

The Beast of Bhein Morr

335pts



Constant rumours and alleged sightings around the sub-sectors of Bhein Morr persist of a gigantic, crab-like, monstrosity that travels the clusters and nebula of that region of space.

Like many hiveships, the beast is extremely close-ranged. Its forward arc weapons are particularly adept at ship-to-ship combat. First it would use its Pyro-acid battery to soften up its prey and then close in with its massive claws and feeder tentacles.

TYPE/HITS	SPEED	TURNS	ARMOUR
Battleship/10	15cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	6	N/A
Prow Bio-Plasma	15cm	4	Front/Left/Right
Feeder Tentacles & Massive Claws	Contact	Special	Front
Pyro-acid battery	45cm	8	Front
Bio-Plasma Discharge	15cm	4	Left/Right
Launch Bay	Assault Boats 30cm	2	N / A

The Void Kraken of Talassar

300pts



With the advent of the first, failed hivefleet invasion of Ultramar. Many strange vessels and organisms are still reported especially in the Talassar system. Rumours of a alien nest on one of its moons are still uncollaborated.

The Void Kraken lacks the massive claws of the above hiveship but more than makes up for this in its short-range bio-plasma and Pyro-acid batteries, which can muster a firepower of 12 at the front and sides

TYPE/HITS	SPEED	TURNS	ARMOUR
Battleship/10	15cm	45 °	5+
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Spores Cysts	15cm	6	N/A
Prow Bio-Plasma	15cm	4	Front/Left/Right
Bio-Plasma Spines	15cm	4	Front/Left/Right
Bio-Plasma Discharge	15cm	4	Front/Left/Right
Pyro-acid batteries	30cm	12	Left/Right

HIVE FLEET KRAKEN

TYRANID HIVE FLEETS

In this follow up article we address some of the concerns we have received from you guys. As Jervis stated in his introduction, we still need to "iron out the wrinkles" so this last batch of feedback has helped us out no end. Keep up the good work!

Let's get straight down to the nitty-gritty. The questions we received below were dutifully passed up to Pete Haines (our new member of the 40K games development team, whom I'm sure you'll see in White Dwarf very soon) and Andy Chambers - who graciously provided the answers here.



Q When Ordnance passes through a blast marker, there is a chance that it will be destroyed. If spores are on a Ship's base (acting as shields), and the ship passes through the blast marker, do you have to roll to see if the spores are destroyed?

A *No, unlike most other ordnance like fighters, 'spores' are actually dense clouds containing millions of, erm, spores! Blast markers would have little effect on such clouds. So, for this reason, Blast Markers do not effect spores in any situation.*

Q In the rules, when fighter markers are placed on the base of a ship as an escort, and the parent ship takes a hit, you have to roll to see if the fighters were caught in the blast. Do you also have to make this roll for spores in base contact? As an example, I have three spores in base contact with a parent ship. The parent ship takes a hit and one spore counter is removed as part of its shield function. Do I then have to roll for the two remaining spores to see if they are destroyed as well? This would seem silly, but it is the standing rule for ordnance in base contact with a ship.

A *No, when in base contact with Tyranid ships spores act just like shields and are treated as such.*

Q If spores are drawn away from the fleet and then return later, do they all have to group around the closest friendly ship, or can they be split between those ships in range?

A *The spores will home in on the closest friendly ship in the ordnance phase. (Providing there are no enemy ordnance or enemy vessels about, see page 13 of BFG mag 1 for further details.)*

Q The Tyranid rules state that spores in base contact with a parent ship will intercept ordnance attempting to attack the ship. Does this mean that the incoming ordnance and attached spores would be removed on a one-for-one basis just as though they'd encountered each other in open space?

A *Yes, see my commentary on ordnance at the end of this section.*

Q How exactly do spores go after ordnance? Can an opponent send one fighter marker to within 30cm of your fleet and draw off all of your spore markers, or is it intended as a one-for-one reaction?

A *One-for-one, again see my commentary on ordnance at the end of this section.*

Q When spores are attached to a parent ship and acting as shields, do the spores move with the ship?

A *Yes, unless drawn off by instinctual behaviour, spores will travel with their parent ship in its movement phase.*



Q I'm getting ready to begin playtesting the bug list from Issue 1 and I've got a question about the fleet composition rules. On page 14 it specifies, "Each hiveship allows the Tyranid player to purchase up to 500pts from the hive fleet list." Does this mean that you get 500pts plus the total cost of the hiveship? Also, the fleet list given on page 21 seems to contradict this since you have 430pts worth of cruisers and 175pts worth of dronships giving a total of 605pts from the hive fleet list for 1 hiveship. There is a note on page 14 that says "If no hiveships are chosen, only drones may be used." Did you intend the rule to work as: "For every 1 hiveship purchased, you may buy up to 500pts worth of cruisers, heavy escorts, and medium escorts from the hive fleet list. The 500pts includes the base cost of the ship as well as all optional purchases. As many Dronships as desired may be purchased without restriction."

A *Interesting one, I believe that there are two kinds of fleet possible - the first being a scout fleet with nothing but scout drones, the other being a hive fleet based around one or more hiveships, each with up to 500 points of fleet (which may include scout drones). So to recap you get the hiveship plus 500pts to spend on cruisers, escorts and drones. In the battle report Andy obviously thought that drones could be bought separately, but since he lost so badly it didn't really matter, Ha! (Cheers Pete, let's see how well you do against them - Andy H.)*

Q Pg.10, Instinctive Orders Chart: Condition 6 says "If a capital ship fails to reload then it loses a hit instead (this damage does not cause criticals, and the ship will not lose its last hit)." So what happens when a capital ship fails and has only one hit left? Further, how are we supposed to be reading this? Does failing to reload cause a point of damage INSTEAD of reloading ordnance, or do you take a point of damage INSTEAD of failing so you actually end up reloaded even on a "fail"?

A *OK, calm down and I'll explain. You lose one hit on a reload failure and your cysts will remain empty. If your capital ship is on its last wound, and you fail the roll then it simply will not reload this turn and no further action is taken.*

Q Pg.10, Instinctive Orders Chart: Condition 7 requires the ship to "end its movement closer to (the planet) than at the start of their move." There are circumstances where this is physically impossible under standard movement rules (e.g. a cruiser facing directly away from the planet). How should this be resolved?

A *Try your best to comply within the rules given. In the above example I would suggest allowing the cruiser to come to a new heading.*



A Tyranid Hive Fleet closes in on Chaos Raiders

Q Pg.10, Brace For Impact: Can you test to go onto BFI even if there is no hiveship within 45cm or does the range limit apply as for other special orders?

A *If there is no hiveship within 45cm then use a default leadership of 7. This applies for any instances when Tyranid ships are in a position to take a Leadership test but a hiveship is out of range.*

Q Pg.11, Feeder Tentacles: If these trigger a boarding action and that action results in a draw result, are the two ships locked together as per normal boarding rules or not? If so, can the Tyranid ship be damaged in subsequent rounds of the ongoing melee? If multiple ships start boarding actions with Feeder Tentacles vs the same target, are their strengths added normally?

A *No, the feeder tentacles are more of an assault boat type attack. The tentacles will punch a hole through the ship's hull deliver its payload of nasties and then withdraw and as such will not be locked together as in normal boarding actions. A Tyranid ship can only be damaged in melee if a normal boarding action was initiated.*



Q What about a case of mixed boarding actions where some ships are using feeder tentacles and some are boarding normally, are their boarding strengths cumulative?

A *No.*



Q Pg.11-12, Feeder Tentacles & Massive Claws: Are either of these weapons negatively affected by special orders that halve firepower, or by crippling, and if so how? Do they derive any benefit from Lock On orders? Specifics, please.

A *No, the negative modifiers from failed special orders have no effect on feeder tentacles or massive claws.*

Q Pg.12, Under Ordnance: The description of spore cysts states that "They count as blast markers for the purposes of shooting through them". Does this include spores that are actually on, or in contact with a Tyranid ship's base? Can you stack Spore counters? If not, can a ship launch spores and other ordnance if its base is already buried in spores?

A *For the purposes of shooting spores count as blast markers even if they are on the base of a ship. Spores cannot be stacked, but you can launch spores even if there is no room on the ships base - just place them as close as you can.*

Q Pg.14, Ordnance: When purchasing ordnance, can it be formed into waves? How should it be treated in scenarios with alternating squadron deployment, or split deployment like Escalating or Fleet Engagement? In a campaign game is it part of your permanent fleet list?

A *If ordnance is purchased it may be formed into waves. Treat ordnance as escort squadrons for special scenarios, they are not part of your permanent fleet list.*

Q Pg.15 & pg.16, Hiveship & Cruiser port/starboard weapons: Can multiple weapons of the same type be carried (e.g. Cruiser with twin broadside Pyro-Acid)?

A *Good question, yes.*



A Tyranid Hiveship with accompanying drones engage a Chaos Cruiser at close quarters

Q Pg.16, Cruiser Broadside Weapons: Is the Bio-Plasma Discharge actually front-firing when mounted broadside?

A *No, this can only be fired from port or starboard with a strength of 4 either side.*

Q Pg.17, Tyranid Droneship: Is this actually the "scout-drone" referred to on pgs 11 and 14? Can it be deployed in squadrons or is this the "drone ship" referred to on pg.14 under Squadrons?

A *The droneship and scout-drone refer to the same thing.*

Q Pg.19, Heavy Wound Critical: This says "Roll to regenerate...in the End Phase." Does regenerate mean repair, per the normal repair rules?

A *Yes.*



Q Pg.19, Massive Haemorrhage: Does the Bio-Plasma attack only affect ships or should that read "any target within 2d6 cm" putting ordnance at some risk? Further, do holofields work against this or is it a "ship explosion" type of attack?

A *Yes, it should read "any Target". Holofields do not work as it is the Tyranid version of a "ship explosion".*

Q Pg.20, Catastrophic Damage: Do spores ignore Tyranid hulks (from results 2-9) or will they cluster around them as normal?

A *No, spores ignore hulks (should that be carcasses?).*

Q With the spores, they count as ordnance, and shields both at the same time. So, what would happen if some crazy Chaos commander using the Planet Killer as his flagship were to fire the Armageddon Gun at some Tyranid ships with spores in base contact? According to the rules, the Armageddon Gun has to take down shields like other weapons, but is also says that all Ordnance in the Armageddon Gun's path is destroyed. So how would this be resolved? Also, the Activated Blackstone's Warp Cannons ignore shields, but would this apply to the "spore shields" of the Tyranids?

A *Oh my, if the Armageddon gun fired on a Tyranid ship the general consensus here is that the spores would have no effect. The same for the Warp cannon.*

When answering your questions Pete noticed that there seems to be some confusion in how the ordnance phase works. Below Pete explains how the ordnance phase should be played. This applies to BFG in general and not just Tyranid players.

Ordnance sequence of play - clarification.

Reading some of the queries on the Tyranid Hive Fleet I came to the conclusion that there was a measure of confusion about the sequence of events within the ordnance phase that was worth clarifying.

Within each ordnance phase the phasing player moves his ordnance and then the non-phasing player moves his ordnance. The sequence in which the ordnance is removed is entirely up to the controlling player. This means that you could choose to move your fighters first to intercept enemy fighters prior to moving your torpedoes through the resultant gap.

This is particularly relevant for the Tyranids who move according to strict instinctive

behaviour rules. You should assess instinctive behaviour conditions before you move each spore cloud or squadron of spore clouds. It is possible that early spore cloud movement could remove a condition before other spore clouds move. You cannot actually ignore an instinctive behaviour condition and sooner or later every spore cloud with a condition trigger must respond, unless something is done about the condition first.

As an example of this in the Imperial turn, a squadron of fighters is moved to within 30cm of a stationary Hiveship with 4 spore clouds on its base. When the Tyranid player moves his ordnance in the Imperial turn, all 4 spore clouds move 15cm toward the fighter. In the Tyranid turn the first spore cloud moves a further 15cm toward the fighter and both are removed. The remaining spore clouds return to the Hive Ship as it is within 30cm. The Hive Ship can then launch more spore clouds with no fear of them being immediately lured away.

