**Tyranids Design Doc**

**T0**

Starter unit will be rippers, 3 squads of 3 models, super weak and infiltrate when stationary (could be spinegaunts?)

Probably rippers as the builder unit, use gretchins as placeholder

Population gained for each tyranid structure built

HQ should produce +40 and be the initial main source of income

HQ acts as primary construction building

Gain nothing from strat points, but after building an LP you get control area and can build reclamation pools around them for income

Possibly have spore mines as a central node that is reinforced by code over and over which will run and attack enemies in an area. OR they are single entities that are built at lp and deepstriked

There will be a generator structure probably a small capillary tower

**T1**

Rippers built from LP (similar to skull probe)

Termegaunts and Hormogaunts from the HQ

3 T1 Tech buildings

Gaunt structure that lets you upgrade the gaunts and rippers, allows for cellestian style leaders to be added. Allows production of Gargoyles

Warrior and Rav nests require gaunt building

Warrior Nest allows warriors, venom, and allows to possess a warriors into alpha

Ravener Nest allows for Raveners and the ability to possess a rav into alpha

**T2** (Requires Warrior or Ravener Nest)

Hive Tyrant available immediately very buff guy and upgrade into different weapons with addons

Sacred Artefact produces Zoanthropes and allows production of Genestealers

Machine pit will produce Biovores and Tyrant Guard

Tyrant guard are weaker melee dreadnoughts that can be reinforced to 3

Lictor’s Den allows production of 2 Lictor

Lictor infiltrates when stationary and has screaming jets jump. Can also use an ability to steal vision of all commanders on map

**T3** (Requires Sacred Artefact or Machine Pit)

Carnifex building produces carnifex. These come as melee and can upgrade into ranged

Carnifax building can also produce the One Eye, the ultimate tanky unit (only 1 of)

Can construct Swarm Lord’s Lair that sends you to T4

Unit evolution, Zoanthrope can be possessed into Neorthrope

Unit evolution, lictor can become Alpha Lictor

**T4** (Requires Swarm Lord’s Lair)

Can produce Swarm Lord

Possibly allows Trygon to be produced from the carnifax building