

# Fleet Arrives and encircles the planet

## Phase II

Synaptic filament seeds are dropped into planet

Seeds grows and connects to nearby other seeds growths. This creates small webs within planets crust.

## Phase III

Synaptic ganglias emerge to surface.

Ganglias grows to Synaptic Nodes.

Tyrannid ships are crashed to planet for troops

Some swarms protect nodes

Mycetic spores dropped to planet for support.

Possible Genestealer cults emerge.

Minor assaults to distract enemy from synaptic growths.

## Phase IV

Nodes start to send pollen to infest planet further and aid main battle swarms.

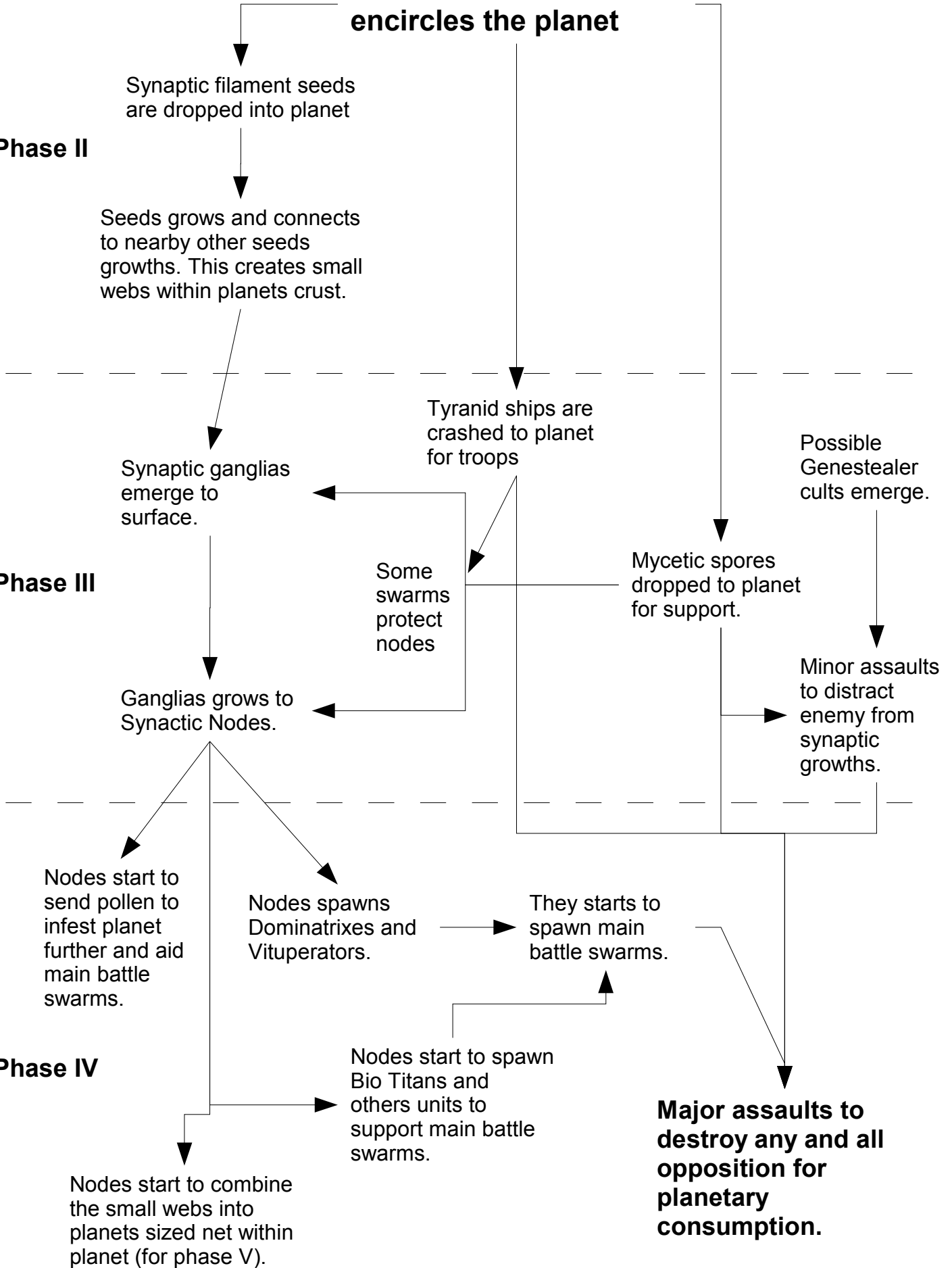
Nodes spawns Dominatrixes and Vituperators.

They starts to spawn main battle swarms.

Nodes start to spawn Bio Titans and others units to support main battle swarms.

Nodes start to combine the small webs into planets sized net within planet (for phase V).

**Major assaults to destroy any and all opposition for planetary consumption.**



## About Synaptic Nodes

Synaptic Nodes are the most important part in planetary invasion and later consumption. The nodes has most wide range of options in the given diagram. The single web of nodes always work together. This allows the multiple different needs to be fulfilled faster.

Those in the centre of the web start immediately spawning Dominatrixes and slightly slower Vituperators. Others start with pollen and spores. These have two functions. One is to distract any enemy forces. Second is to prepare the organic life around them for consumption. After some amount of spores is created ripper swarms start to appear. These mainly start collecting nearby fauna for consumption by node webs.

After many of the Dominatrixes are matured start the centre nodes also spawn other Tyranid creatures. The out most of the web start creating tendrils to reach other webs. And those in between boost the spore, seed and ripper creation. Large part of the rippers created by Nodes start also helping Dominatrixes consume bio material. This facilitates the spawning of the main Tyranid armies. Rippers also work as scouts for the node web, warning the web if any enemy forces are nearby. Note that the connection of webs to each other is not a priority. Creation of main armies is most important, while there is significant enemy presence on the planet.

If Synaptic Node growths are seriously threatened the Tyranid Space Ships can be used to help. The ships that carry Tyranid ground forces can be "crashed" on the planet. Since Tyranids don't have any ships that could cross the boundary between space and atmosphere, they don't have any planetary landers. So all ships that are brought down literally crash on the ground. While the bio ship crashes it can control its speed somewhat so most creatures inside however tend to survive. The ships can create a formidable forces by crashing. Also as the hive ships are easier to consume so any nearby synaptic growths spawning will be speeded up until hive ship is consumed.

## Unit spawning

Dominatrix can spawn any common and uncommon brood creatures. Also they can spawn Hive Tyrants and Tyranid Warriors and smaller of independent creatures such as Lictors and Genestealers. Vituperators can spawn any common brood and Harridans. However they mostly seem to spawn gargoyles and Harridans.

Synaptic Nodes can spawn any Tyranid Creatures. But mostly concentrate on independent and synaptic creatures since Dominatrix cannot spawn most of these. However if there is huge enemy presence Nodes will support uncommon and common creature spawning.

## On Hive Mind and Tyranid command structure

Tyranid Hive Mind is a group mind. As such they don't have leaders. The Norn Queen is most important entity to Tyranid Hive Fleet. Because this creature can spawn any Tyranid creature. It might even be possible that Norn Queens can spawn other Norn Queens.

A single individual does not contribute much to Hive Mind, so individual creatures are expendable to hive mind. Some creature types are more attuned to focus the group mind so they are considered to more valuable simply as they can "keep up" the hive mind to other Tyranid organisms near them. These creature types are known as synapse creatures. So Tyranid organisms tend to go to great lengths in order to protect them.

This brings us to the second class of Tyranid organism. Brood creatures. These are individual organism, but lack the ability to upkeep the Hive Mind around them. So they are always around the Synapse creatures. If they lose the nearby synapse creatures they revert to their individual instincts. These vary a great deal from one type of organism to another. So they lack completely any higher mental capacity. This class comprises the main bulk Tyranid ground forces.

In addition to synapse creatures and brood creatures there is a third class. Individual creatures. These are creatures that don't create a large Hive Mind, but do possess large enough mental capacity to be able to act cohesively without Synapse creatures. These organisms are used to support main troops as elite and heavy support. And to scout out any potential worlds for Tyranids.

Hive Mind works as long as Synapse creatures exists. Without them most Tyranid forces are not a large threat. The group minds good side is that the swarms can react quickly to any threat any part of it sees. Also it means that individual organisms are not important and thus can be better used in larger strategic sense. However since there is no individuals the reactions of the group mind is more easily predictable.

Since there is group mind. Tyranids don't really have a command structure. It only exists in sense that Synapse creatures are needed to hold the Hive Mind to others. However Tyranids will defend some synapse creatures more. The Norn Queen must be kept safe above any other Tyranid Creature. On ground Tyranids will protect both Synapse Nodes and Dominatrixes as these creatures are the key to Tyranid ground forces. Also Vituperators are kept more protected. Note that this protection only lasts until any cohesive planetary opposition exists. Once the planet is overrun all Tyranid forces on ground become unnecessary. As the consumption phase is started all Tyranid ground organisms on ground become just another biological entity to be dissolved and sent to ships above planet.