

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
500	4	5	Tyranids
POINTS	CP	DETACHMENT"	UNITS
371	+1	Outrider	Broodlord; Tyranid Prime; Mucolid Spore; Spore Mines;
129	0	Fortification network	Sporocyst;

HIVE FLEET	
KRAKEN	Questing Tendrils: When a unit with this adaptation Advances, roll three dice instead of one and pick the highest to add to the Move characteristic of all models in the unit for that Movement phase. In addition, such units can Fall Back and charge in the same turn.

TRAITS	
SYNAPTIC LYNCHPIN	Add 6" to the range of the Warlord's Synapse ability.

RELICS	
THE MAW-CLAWS OF THYRAX	Model with rending claws or monstrous rending claws only. When this model slays an enemy model in the Fight phase, you can re-roll failed hit rolls in all subsequent Fight phases for this model.

HIVE MIND PSYCHIC POWERS				
SPELL	CAST	RANGE	TARGET	EFFECT
Smite	5			The closest enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.
Catalyst	6	18	friendly <b>TYRANIDS</b> unit	Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+, the damage is ignored and the unit does not lose that wound.

BROODLORD (HQ) (162 PTS) MODELS X 1									
MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
8	2+	-	5	5	6	6	10	4+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Monstrous rending claws	Melee	Melee	user (5)	-3	D3	You can re-roll failed wound rolls for this weapon. In addition, each time you make a wound roll of 6+, that hit is resolved with an AP of -6 and Damage of 3.	0

ABILITIES	
SYNAPSE	<b>HIVE FLEET</b> units automatically pass Morale tests if they are within 12" of any friendly <b>HIVE FLEET</b> units with this ability.
SHADOW IN THE WARP	Enemy <b>PSYKERS</b> must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. <b>TYRANID PSYKERS</b> are not affected.
SWIFT AND DEADLY	This model can charge even if it Advanced during its turn.
BROOD TELEPATHY	You can add 1 to hit rolls in the Fight phase for <b>HIVE FLEET</b> Genestealer units within 6" of any friendly <b>HIVE FLEET</b> Broodlords.
LIGHTNING REFLEXES	This model has a 5+ invulnerable save.
PSYKER	A Broodlord can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Hive Mind discipline.
HIVE FLEET	
FACTION KEYWORDS	TYRANIDS, HIVE FLEET
KEYWORDS	CHARACTER, INFANTRY, GENESTEALER, PSYKER, SYNAPSE, BROODLORD

## TYRANID PRIME (HQ) (129 PTS) MODELS X 1

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	2+	3+	5	5	6	4	10	3+	-

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Scything talons	Melee	Melee	user (5)	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can make 1 additional attack with this weapon each time it fights.	0
Devourer	18	Assault 3	4	0	1	-	4
Venom cannon	36	Assault D3	8	-2	D3	-	20
Adrenal glands	-	-	-	-	-	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.	1
Toxin sacs (Tyranid warrior)	-	-	-	-	-	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.	4

### ABILITIES

SYNAPSE	<b>HIVE FLEET</b> units automatically pass Morale tests if they are within 12" of any friendly <b>HIVE FLEET</b> units with this ability.
SHADOW IN THE WARP	Enemy <b>PSYKERS</b> must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. <b>TYRANID PSYKERS</b> are not affected.
ALPHA WARRIOR	You can add 1 to hit rolls for all <b>HIVE FLEET TYRANID WARRIOR</b> units that are within 6" of any friendly <b>HIVE FLEET TYRANID PRIMES</b> .
HIVE FLEET	
FACTION KEYWORDS	TYRANIDS, HIVE FLEET
KEYWORDS	INFANTRY, SYNAPSE, TYRANID PRIME

## MUCOLID SPORE (FAST) (20 PTS) MODELS X 1 (1-3)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
3	-	-	1	3	3	1	10	6+	-

### ABILITIES

INSTINCTIVE BEHAVIOUR	Unless a <b>HIVE FLEET</b> unit with this ability is within 24" of any friendly <b>HIVE FLEET SYNAPSE</b> unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.
FLOAT DOWN	During deployment, you can set up a unit in the upper atmosphere instead of on the battlefield. At the end of any Movement phases, it can float down to the battlefield - set it up anywhere that is more than 12" from any enemy models.
FLOATING DEATH	A Mucolid Spore explodes if it is within 3" of any enemy units at the end of any Charge phase. Each time a Mucolid Spore explodes, roll a D6; on a 1 it fails to inflict any harm, on a 2-5 it inflicts D3 mortal wounds on the nearest enemy unit, and on a 6 it inflicts D6 mortal wounds on that unit. The Mucolid Spore is then destroyed.
LIVING BOMBS	Unit automatically pass Morale tests. Furthermore, unit are discounted for the purposes of any victory conditions - their destruction never awards victory points, they do not count towards the number of models controlling an objective, and they do not count when determining if a player has any models left on the battlefield. If you are playing a matched play game, the creation of a new such unit by another unit (e.g. from a Sporocyst's Spore Node ability) is free, and this unit's points cost does not come out of your pool of reinforcement points.
HIVE FLEET	
FACTION KEYWORDS	TYRANIDS, HIVE FLEET
KEYWORDS	FLY, MUCOLID SPORES

ABILITIES	
INSTINCTIVE BEHAVIOUR	Unless a <b>HIVE FLEET</b> unit with this ability is with 24" of any friendly <b>HIVE FLEET SYNAPSE</b> unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.
FLOAT DOWN	During deployment, you can set up a unit in the upper atmosphere instead of on the battlefield. At the end of any Movement phases, it can float down to the battlefield - set it up anywhere that is more than 12" from any enemy models.
FLOATING DEATH	A Spore Mine explodes if it is within 3" of any enemy units at the end of any Charge phase. Each time a Spore Mine explodes, roll a D6; on a 1 it fails to inflict any harm, on a 2-5 it inflicts 1 mortal wound on the nearest enemy unit, and on a 6 it inflicts D3 mortal wounds on that unit. The Spore Mine is then destroyed.
LIVING BOMBS	Unit automatically pass Morale tests. Furthermore, unit are discounted for the purposes of any victory conditions - their destruction never awards victory points, they do not count towards the number of models controlling an objective, and they do not count when determining if a player has any models left on the battlefield. If you are playing a matched play game, the creation of a new such unit by another unit (e.g. from a Sporocyst's Spore Node ability) is free, and this unit's points cost does not come out of your pool of reinforcement points.
HIVE FLEET	
FACTION KEYWORDS	TYRANIDS, HIVE FLEET
KEYWORDS	FLY, SPORE MINES

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Basic melee	Melee	Melee	user (NaN)	0	1	-	0
Spore Node	9	Heavy 1	-	-	-	See Spore Node below.	0
Barbed strangler	36	Assault D6	5	-1	1	You can add 1 to hit rolls for this weapon when attacking a unit with 10 or more models.	10

ABILITIES	
INSTINCTIVE BEHAVIOUR	Unless a <b>HIVE FLEET</b> unit with this ability is with 24" of any friendly <b>HIVE FLEET SYNAPSE</b> unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.
BOMBARTMENT ORGANISM	During deployment, you can set up a Sporocyst in its hive ship instead of placing it on the battlefield. If you do so, at the beginning of the first battle round but before the first turn begins, the hive ship can launch the Sporocyst - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
BIO-FORTRESS	A Sporocyst can shoot with its weapons even if there are enemies within 1" of it.
PSYCHIC RESONATOR	Whilst a Sporocyst is within 12" of a friendly <b>HIVE FLEET SYNAPSE</b> unit, it has the <b>SYNAPSE</b> keyword and the Synapse ability.
SPAWN SPORE MINES	At the end of your Movement phase, a Sporocyst can spawn spore mines. If it does so, add a new unit of 3 Spore Mines or 1 Mucolid Spore to your army and set it up on the battlefield so that it is wholly within 6" of the Sporocyst and more than 1" from the enemy.
SPORE NODE	<p>Each time a spore node attack hits its target, roll a D6 to find out how much damage is inflicted on the unit; on a 1 the mines fail to inflict any harm, on a 2-5 they inflict D3 mortal wounds, and on a 6 they inflict D6 mortal wounds.</p> <p>Each time a spore node attack misses its target, set up a single Mucolid Spore or a unit of 3 Spore Mines, anywhere within 6" of the target unit and more than 3" from any enemy model (any models that cannot be placed are destroyed). These then follow the rules for Mucolid Spores or Spore Mines that are part of your army, but they cannot move or charge during the turn they were set up. This weapon cannot be used to fire Overwatch.</p>
DEATH THROES	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6, each unit within 3" suffers D3 mortal wounds.
IMMOBILE	A Sporocyst cannot move for any reason.
HIVE FLEET	
FACTION KEYWORDS	TYRANIDS, HIVE FLEET
KEYWORDS	MONSTER, SPOROCYST