TOTAL MATCHED POINTS					TOTAL CP		TOTAL UNITS			ARMY			
222					3		2			Tyranids			
POINTS					СР		DETACHMENT"			UNITS			
222					0		Patrol			Broodlord; Hormagaunts;			
HIVE FLEET													
HYDRA		Swarming I models that			e-roll hit ro	olls in the I	Fight phase	for units witl	n this adapt	tation that target	units containing fewer		
TRAITS													
HYDRA		Endless Regeneration: At the beginning of each of your turns, roll a dice for each wound that your Warlord has lost. For each roll of 6, your Warlord regains a wound lost earlier in the battle.											
RELICS													
THE MAW-CLAWS C THYRAX			-			-	vs only. Wh this model.		l slays an e	enemy model in tl	he Fight phase, you can re-		
HIVE MIND PSYCH	IIC PO	WERS											
SPELL		CAST	CAST RANGE		ARGET	EFFECT							
Smite		5			The closest enemy unit within 18" of the psyker suffers D3 of the Psychic test was more than 10, the target suffers D6 is								
Onslaught	nslaught 6		18		endly (RANIDS it	That unit can shoot this turn (even if it Advanced) without suffering any penalties to its hit rolls for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, that unit can charge this turn even if it Advanced (though not if it Fell Back).							
BROODLORD	(HQ) (162 P	TS) MO	ODELS	S X 1								
MOVE"		WS		BS S		Т	W	A	LD	SV	INVSV		
8		2-	-	-	5	5	6	6	10	4+	5+		
WEAPON	RNG	" TYPE	S	AP	DMG	ABILITY	7				PTS		
Monstrous rending claws	Mele	e 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.							
ABILITIES													
SYNAPSE		HIVE FLE	ET units au	itomatica	ally pass M	orale tests	if they are v	vithin 12" o	fany friend	dly HIVE FLEET	units with this ability.		
SHADOW IN THE W.	$\Delta RP \perp$	Enemy PSYKERS must substract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSYKERS are not affected.											
SWIFT AND DEADL'	Y	This model can charge even if it Advanced during its turn.											
BROOD TELEPATHY	7	You can add 1 to hit rolls in the Fight phase for HIVE FLEET Genestealer units within 6" of any friendly HIVE FLEET Broodlords.											
LIGHTNING REFLEX	KES	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 i each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Hive Mind discipline.											
HIVE FLEET													
FACTION KEYWORI	LEET												
KEYWORDS CHARACTER, INFANT					RY, GENEST EALER, PSYKER, SYNAPSE, BROODLORD								

HORMAGAUNTS (TROOPS) (60 PTS) MODELS X 10 (10-30)													
MOVE"		WS		BS	S	T	W	A	A LD SV INVSV		INVSV		
8		4+		4+	3	3	1	2	5	6+	-		
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY						PTS	
Scything talons	Melee	Melee	user (3)	0		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 tome it fights.						0	
Scything talons	Melee	Melee	user (3)	0		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 tome it fights.					0		
Adrenal glands	-	-	-	-	- 1	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.				1			
ABILITIES													
Unless a HIVE FLEET unit with this ability is with 24" of any friendly HIVE FLEET SYNAPSE unit, you must substract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must substract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.													
BOUNDING LEAP	1	Whenever this unit piles in and consolidates, it can move up to 6".											
HUNGERING SWARM	WARM If this unit contains 20+ models, you can re-roll wound rolls of 1 when it fights.												
HIVE FLEET													
FACTION KEYWORDS TYRANIDS, HIVE FLEET													
KEYWORDS INFANTRY, HORMAGAUNTS													