

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
242	3	2	Tyranids
POINTS	CP	DETACHMENT "	UNITS
242	0	Patrol	Broodlord; Genestealers;

HIVE FLEET	
HYDRA	Swarming Instincts: You can re-roll hit rolls in the Fight phase for units with this adaptation that target units containing fewer models than their own.

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 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
The Horror	6	24 in LoS	unit	Until the start of your next Psychic phase, that unit must subtract 1 from their hit rolls and Leadership characteristic.

BROODLORD (HQ) (162 PTS) MODELS X 1

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
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	HIVE FLEET units automatically pass Morale tests if they are within 12" of any friendly HIVE FLEET units with this ability.
SHADOW IN THE WARP	Enemy PSYKERS must subtract 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 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 HIVE FLEET Genestealer units within 6" of any friendly HIVE FLEET 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

GENESTEALERS (TROOPS) (80 PTS) MODELS X 5 (5-20)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
8	3+	4+	4	4	1	3	9	5+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Rending claws	Melee	Melee	user (4)	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.	2
Toxin sacs (Genestealer)	-	-	-	-	-	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.	4

ABILITIES	
FLURRY OF CLAWS	Genestealers have 4 Attacks instead of 3 whilst their unit has 10 or more models.
SWIFT AND DEADLY	Genestealers can charge even if they Advanced during their turn.
INFESTATION	If your army includes any units of Genestealers, you can place up to 4 infestation nodes anywhere in your deployment zone when your army deploys. You can then set up any units of Genestealers lurking, instead of setting them up on the battlefield. If an enemy model is ever within 9" of an infestation node, the node is destroyed and removed from the battlefield. Whilst there are any friendly infestation nodes on the battlefield, this unit can stop lurking: at the end of your Movement phase, set it up wholly within 6" of a friendly infestation node. That infestation node is then removed from the battlefield. If this unit is still lurking when the last friendly infestation node is removed, this unit is destroyed.
LIGHTNING REFLEXES	Genestealers have a 5+ invulnerable save.
HIVE FLEET	
FACTION KEYWORDS	TYRANIDS, HIVE FLEET
KEYWORDS	INFANTRY, GENESTEALERS