TOTAL MATCHED PO	OINTS	TOTAL CP TOTA			OTAL UNIT	S	ARMY								
500		4			5		Tyranids								
POINTS					TACHMEN	T"	UNITS								
371		+1	L	Outrider			Broodlord; Tyranid Prime; Mucolid Spore; Spore Mines;								
129		0 Fortificat				twork	Sporocyst;								
HIVE FLEET															
KRAKEN	N	Questing Tendrils: When a unit with this adaptation Advances, roll three dice instead of one and pick the highest to add to to Move characteristic of all models in the unit for that Movement phase. In addition, such units can Fall Back and charge in the turn.													
TRAITS															
SYNAPTIC LYNCHPIN	A	Add 6" to th	ne range	e of the Wa	rlord's Sy	napse abili	ty.								
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 confidence to the fight phase of this model.											an re-				
HIVE MIND PSYCHIC P	OWERS														
SPELL		CAST RANGE		E TAR	GET		EFFECT								
Smite		5	5				st enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the st was more than 10, the target suffers D6 mortal wounds instead.								
Catalyst		6	18	frier TYR unit	ANÍDS										
BROODLORD (HQ) (:	162 PTS	S) MO	DELS X	1										
MOVE"		WS		BS	S	Т	W	А	LD	SV	INVSV				
8		2+		-	5	5	6	6	10 4+		5+				
WEAPON	RNG"	TYPE	S	AP	DM	ABILITY			_		•	PTS			
Monstrous rending claws	Melee	Melee	user (5) -3	D3					apon. In addition, e in AP of -6 and Dam	each time you make nage of 3.	0			
ABILITIES															
SYNAPSE	F	HIVE FLEET	units a	utomatical	ly pass M	orale tests	if they are wi	thin 12" of any	friendly F	IIVE FLEET units wit	th this ability.				
SHADOW IN THE WARP Enemy PSYKERS must substract 1 from any Psychic tests they make if they are within 18" of any units with this ability. T PSYKERS are not affected.									this ability. TYRANII	D					
SWIFT AND DEADLY	arge even i	fit Advan	dvanced during its turn.												
BROOD TELEPATHY You can add 1 to hit rolls in the Fight phase fo							HIVE FLEET Genestealer units within 6" of any friendly HIVE FLEET Broodlords.								
LIGHTNING REFLEXES	Т	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 Smite power and one psychic power from the Hive Mind discipline.													
HIVE FLEET															
FACTION KEYWORDS	Т	TYRANIDS, HIVE FLEET													
KEYWORDS	C	CHARACTER	R, INFAN	TRY, GENES	TEALER, P	SYKER, SYN	APSE, BROODL	ORD							

MOVE"		WS		BS		Т	T W A LD		SV	INVSV				
6		2+	1	3+		5	5 6 4 10 3+			3+	-			
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY					II.	PT:		
Scything talons	Melee	Melee	user (5)	0	1						s more than one pair weapon each time it	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 Advance 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.								
ABILITIES														
SYNAPSE	н	IVE FLEET u	nits autor	natically p	ass Mora	le tests if th	ney are wit	hin 12" of a	ny friendly	HIVE FLEET units v	vith this ability.			
SHADOW IN THE WARI		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.												
ALPHA WARRIOR	Yo	You can add 1 to hit rolls for all HIVE FLEET TYRANID WARRIOR units that are within 6" of any friendly HIVE FLEET TYRANID PRIMES .												
HIVE FLEET														
FACTION KEYWORDS	TY	TYRANIDS, HIVE FLEET												
KEYWORDS	IN	INFANTRY, SYNAPSE, TYRANID PRIME												
MUCOLID SPC	ORE (FAS	ST) (20	PTS) M	DDELS	X 1	(1-3)								
MUCOLID SPC	ORE (FAS	ST) (20 ws	PTS) M		X 1	(1-3)	W	A	LD	SV	INVSV			
	DRE (FAS						W 3	A 1	LD 10	SV 6+	INVSV			
MOVE"	ORE (FAS				S	T					INVSV -			
MOVE"	UR m	WS - nless a HIV ade for it v	B: - - - - - - - -	it with th	s 1 is ability is arget other	T 3 s with 24" c	3 of any friend	1 dly HIVE FLE ible enemy	10	6+ Eunit, you must si	INVSV - ubstract 1 from any hi t 2 from its charge rol			
MOVE" 3 ABILITIES	UR m de	WS - nless a HIV ade for it v eclares a c	E FLEET ur when shoo harge agai	it with th ting any t nst any u	s ability is arget other nit other tup a unit	T 3 s with 24" c r than the ne in the uppe	of any friend nearest vis arest enem	1 dly HIVE FLE ible enemy ny unit. ere instead	10 EET SYNAPS unit, and y	6+ E unit, you must si ou must substrac	ubstract 1 from any hi t 2 from its charge rol end of any Movement	lifit		
MOVE" 3 ABILITIES INSTINCTIVE BEHAVIOR	UR m de	ws - nless a HIV ade for it v eclares a c uring deplo nases, it ca Mucolid Sp oll a D6; on	E FLEET ur when shoo harge agai pyment, yo n float do ore explo a 1 it fails	it with th ting any to nst any u ou can set wn to the des if it is to inflict:	is ability is arget other to up a unit battlefield within 3" any harm,	s with 24" or than the ne in the upped d-set it up of any ener on a 2-5 it i	of any friend nearest vis arest enem er atmosph anywhere my units at	dly HIVE FLE ible enemy ny unit. ere insteac that is mor- the end of a mortal wou	10 EET SYNAPS unit, and y of on the Bethan 12" any Charge	6+ E unit, you must so ou must substractattlefield. At the from any enemy many phase. Each time	ubstract 1 from any hi t 2 from its charge rol end of any Movement	lifit		
MOVE" 3 ABILITIES INSTINCTIVE BEHAVIOUS FLOAT DOWN	UR m de Di ph A ro	ws - nless a HIV ade for it v eclares a c uring deplo nases, it ca Mucolid Sp ill a D6; on ortal wour nit automa estruction ot count wi	EFLEET ur when shoot harge again pyment, you not float do note explored a 1 it fails and son that tically passes are determined by a not to the son that the son the son the son that the son the son the son the son that the son the son the son the son t	it with th ting any tinst any u ou can set wn to the desifit is to inflict it tunit. The as Morale rds victor ning if a p	is ability is arget other into ther tup a unit battlefield within 3" any harm, a Mucolid stests. Furry points, talayer has (e.g. from	s with 24" or than the ne in the upped d-set it up of any ener on a 2-5 it is spore is the thermore, they do not any models	of any friend nearest vis arest enement rr atmosph anywhere my units at inflicts D3 ren destroye unit are dis count towas is left on the	dly HIVE FLE ible enemy ny unit. ere instead that is mon the end of a mortal wou ed. scounted fo ards the nu	any Charge nds on the purpomber of mo. If you are	Eunit, you must so ou must substract attlefield. At the from any enemy management of the enemy understand the enem	ubstract 1 from any hi t 2 from its charge rol end of any Movement nodels. a Mucolid Spore explo	odes, ts D6		
MOVE" 3 ABILITIES INSTINCTIVE BEHAVIOUS FLOAT DOWN FLOATING DEATH	UR m de Di ph A ro	ws - nless a HIV ade for it v eclares a c uring deplo nases, it ca Mucolid Sp ill a D6; on ortal wour nit automa estruction ot count wi new such t	EFLEET ur when shoot harge again pyment, you not float do note explored a 1 it fails and son that tically passes are determined by a not to the son that the son the son the son that the son the son the son the son that the son the son the son the son t	it with th ting any tinst any u ou can set wn to the desifit is to inflict it tunit. The as Morale rds victor ning if a p	is ability is arget other into ther tup a unit battlefield within 3" any harm, a Mucolid stests. Furry points, talayer has (e.g. from	s with 24" or than the ne in the upped d-set it up of any ener on a 2-5 it is spore is the thermore, they do not any models	of any friend nearest vis arest enement rr atmosph anywhere my units at inflicts D3 ren destroye unit are dis count towas is left on the	dly HIVE FLE ible enemy ny unit. ere instead that is mon the end of a mortal wou ed. scounted fo ards the nu	any Charge nds on the purpomber of mo. If you are	Eunit, you must so ou must substract attlefield. At the from any enemy management of the enemy understand the enem	ubstract 1 from any hit 2 from its charge rolend of any Movement nodels. a Mucolid Spore explait, and on a 6 it inflict conditions - their n objective, and they d play game, the crea	odes, ts D6		
MOVE" 3 ABILITIES INSTINCTIVE BEHAVIOUS FLOAT DOWN FLOATING DEATH LIVING BOMBS	UR mde de d	ws - nless a HIV ade for it v eclares a c uring deplo nases, it ca Mucolid Sp ill a D6; on ortal wour nit automa estruction ot count wi new such t	E FLEET ur when shoot harge again over exploration as 1 it fails add on that tically passes are determined by a not entitle by a not reinforcer.	it with th ting any tinst any u ou can set wn to the desifit is to inflict it tunit. The as Morale rds victor ning if a p	is ability is arget other into ther tup a unit battlefield within 3" any harm, a Mucolid stests. Furry points, talayer has (e.g. from	s with 24" or than the ne in the upped d-set it up of any ener on a 2-5 it is spore is the thermore, they do not any models	of any friend nearest vis arest enement rr atmosph anywhere my units at inflicts D3 ren destroye unit are dis count towas is left on the	dly HIVE FLE ible enemy ny unit. ere instead that is mon the end of a mortal wou ed. scounted fo ards the nu	any Charge nds on the purpomber of mo. If you are	Eunit, you must so ou must substract attlefield. At the from any enemy management of the enemy understand the enem	ubstract 1 from any hit 2 from its charge rolend of any Movement nodels. a Mucolid Spore explait, and on a 6 it inflict conditions - their n objective, and they d play game, the crea	odes, ts D6		

SPORE IV	IINES	(FAST) (60 PTS) MODE	ELS X 6	(3	3-9)									
MC	OVE"		WS BS S T W A LD SV								INV	/SV				
	3		1 1 1 1 10 7+									-				
ABILITIES				,							•	-	,			
INSTINCTIVE BE	EHAVIOU	JR	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.													
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 DEAT	ГН		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 determing 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 units points cost does not come out of your pool of reinforcement points.													ion of
HIVE FLEET																
FACTION KEYW	ORDS		TYRANIDS, H	VE FLEET												
KEYWORDS			FLY, SPORE M	INES												
SPOROC	YST (F	ORTII	FICATION) (129	PTS) MO	ODELS	S X 1									
MOVE"	WS	BS	S	Т			W				А		LD	SV	INV	/SV
-	5+	5+	[5][4][3]	6		[0-6][7-9]	[7-9][10-12] [D6][D3][1] 7 4+						-	-	
WEAPON		RNG"	TYPE	S	AP	DMG	ABII	.ITY								PTS
Basic melee		Mele	Melee	user (NaN)	0	1	-	-							0	
Spore Node		9	Heavy 1	-	-	-	See Spore Node below.								0	
Barbed strang	ler	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 BE	HAVIOU		made for it v	hen shoo	ting any ta	arget otl	ner tha	h 24" of any frie n the nearest v the nearest end	visible	enemy						
BOMBARTMEN	TORGAN	MSIN	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.												ining	
BIO-FORTRESS			A Sporocyst can shoot with its weapons even if there are enemies within 1" of it.													
PSYCHIC RESON	NATOR		Whilst a Sporocyst is within 12" of a friendly HIVE FLEET SYNAPSE unit, it has the SYNAPSE 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.												n the	
SPORE NODE			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. 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 canot move or charge during the turn they were set up. This weapon cannot be used to fire Overwatch.												of the	
DEATH THROES			If this model D3 mortal w		d to 0 wou	ınds, rol	l a D6 l	pefore removin	g the r	model fr	om the ba	ttlefield; on a	6, each u	nit within	3" suffe	ers
IMMOBILE			A Sporocyst	cannot mo	ove for any	reason										
HIVE FLEET																
FACTION KEYW	ORDS		TYRANIDS, H													
KEYWORDS			MONSTER, SF	OROCYST												