

Man - Tyranids [96 PL, 1,500pts]

++ Battalion Detachment +5CP (Tyranids) ++

Hive Fleet: Kraken

+ HQ +

Broodlord: Power: Synaptic Lure, Resonance Barb

The Swarmlord: Power: Catalyst, Power: The Horror

+ Troops +

Genestealers

.. 19x Genestealer: 19x Rending Claws

Ripper Swarms: 3x Ripper Swarm

Ripper Swarms: 3x Ripper Swarm

++ Battalion Detachment +5CP (Tyranids) ++

Hive Fleet: Kronos

+ HQ +

Hive Tyrant: Monstrous Rending Claws, Power: Onslaught, Power: Psychic Scream, Two Devourers with Brainleech Worms, Warlord, Warlord Trait: Soul Hunger, Wings

Hive Tyrant: Monstrous Rending Claws, Power: Symbiostorm, Power: The Horror, Two Devourers with Brainleech Worms, Wings

+ Troops +

Ripper Swarms: 3x Ripper Swarm

Ripper Swarms: 3x Ripper Swarm

Termagants

.. 10x Termagant (Fleshborer)

+ Elites +

Hive Guard

.. 4x Hive Guard (Impaler): 4x Impaler Cannon

+ Heavy Support +

Exocrine

Q1 League_Man_Tyranids (Warhammer 40,000 8th Edition) [96 PL, 1,500pts]

Battalion Detachment +5CP (Tyranids) [43 PL, 659pts]

No Force Org Slot

Hive Fleet

Selections: Kraken

Categories: No Force Org Slot

Abilities: *Hive Fleet Adaptations, Questing Tendrils*

Abilities	Description
Hive Fleet Adaptations	If your army is Battle-forged, all units in Tyranids Detachments gain a Hive Fleet Adaptation, so long as every unit in that Detachment is from the same hive fleet. The Hive Fleet Adaptation gained depends upon the hive fleet they are from, as shown in the table.
Questing Tendrils	When a unit with this adaption Advances, roll three dice 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.

HQ [23 PL, 365pts]

Broodlord [8 PL, 115pts]

Selections: Monstrous Rending Claws, Power: Synaptic Lure, Resonance Barb

Categories: Faction: <Hive Fleet>, Faction: Tyranids, HQ, Genestealer, Character, Infantry, Psyker, Synapse

Abilities: *Brood Telepathy, Lightning Reflexes, Resonance Barb, Shadow in the Warp, Swift and Deadly, Synapse, Psychic*

Power: *Synaptic Lure*, **Psyker:** *Broodlord*, **Unit:** *Broodlord*, **Weapon:** *Monstrous Rending Claws*

Abilities	Description
Brood Telepathy	You can add 1 to hit rolls in the Fight phase for <HIVE FLEET> Genestealer units within 6" of and friendly <HIVE FLEET> Broodlords.
Lightning Reflexes	Models in this unit have a 5+ invulnerable save.
Resonance Barb	PSYKER model only. A model with this Relic can attempt to manifest one additional psychic power in your Psychic phase and attempt to deny one additional power in your opponent's Psychic phase. In addition, when a Psychic test is taken for a model with this Relic, add 1 to the total.
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	Models in this unit can charge even if they Advanced during its turn.
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.

Psychic Power	Warp Charge	Range	Details
Synaptic Lure	5	-	Select one enemy unit. Until the end of the turn, when a charge roll is made by a friendly KRAKEN unit that targets that enemy unit, you can re-roll the result.

Psyker	Cast	Deny	Powers Known	Other
Broodlord	1	1	Smite + 1 Hive Mind	-

Unit	M	WS	BS	S	T	W	A	Ld	Save
Broodlord	8"	2+	-	5	5	6	6	10	4+/5++

Weapon	Range	Type	S	AP	D	Abilities

Monstrous Rending Claws

Melee Melee User -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.

The Swarmlord [15 PL, 250pts]

Selections: Bone Sabres, Power: Catalyst, Power: The Horror, Prehensile Pincer Tail

Categories: Faction: <Hive Fleet>, Faction: Tyranids, HQ, Character, Monster, Psyker, Hive Tyrant, Synapse

Abilities: *Blade Parry, Death Throes, Hive Commander, Psychic Barrier, Shadow in the Warp, Synapse, The Will of the Hive Mind*, **Psychic Power:** *Catalyst, The Horror*, **Psyker:** *The Swarmlord*, **Stat Damage - M, S & A:** *The Swarmlord (1), The Swarmlord (2), The Swarmlord (3)*, **Unit:** *The Swarmlord*, **Weapon:** *Bone Sabres, Prehensile Pincer Tail*

Abilities	Description
Blade Parry	Add 1 to the Swarmlord's invulnerable saves against wounds caused by Melee weapons.
Death Throes	If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.
Hive Commander	In each of your Shooting phases, you can pick one friendly <HIVE FLEET> unit within 6" of the Swarmlord. That unit can move (and Advance, if you wish) as if it were the Movement phase instead of shooting.
Psychic Barrier	A model with this ability has a 4+ invulnerable save.
Shadow in the Warp	Enemy PSKYERS must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSKYERS are not affected.
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.
The Will of the Hive Mind	The range of this model's Synapse ability is 18" rather than 12".

Psychic Power	Warp Charge	Range	Details
Catalyst	6	18"	Select a friendly TYRANIDS unit within 18" of the psyker. 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.
The Horror	6	24"	Select one enemy unit within 24" of and visible to the psyker. Until the start of your next Psychic phase, that unit must subtract 1 from their hit rolls and Leadership characteristic.

Psyker	Cast	Deny	Powers Known	Other
The Swarmlord	2	2	Smite + 2 Hive Mind	-

Stat Damage - M, S & A	Remaining W	Movement	Strength	Attacks
The Swarmlord (1)	7-12+	9"	8	6
The Swarmlord (2)	4-6	7"	7	5
The Swarmlord (3)	1-3	5"	6	4

Unit	M	WS	BS	S	T	W	A	Ld	Save
The Swarmlord	*	2+	3+	*	7	12	*	10	3+/4++

Weapon	Range	Type	S	AP	D	Abilities
Bone Sabres	Melee	Melee	User	-3	3	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Prehensile Pincer Tail	Melee	Melee	User	0	D3	Each time the bearer fights, make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.

Genestealers [16 PL, 228pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Infantry, Genestealer, Troops

Abilities: *Flurry of Claws, Infestation, Lightning Reflexes, Swift and Deadly*

19x Genestealer [228pts]

Selections: 19x Rending Claws [38pts]

Unit: *Genestealer*, **Weapon:** *Rending Claws*

Abilities	Description
Flurry of Claws	Genestealers have 4 Attacks instead of 3 whilst their unit has 10 or more models.
Infestation	If your army includes any units of Genestealers, you can place up to four infestation nodes anywhere in your deployment zone when your army deploys. You can then set up any Genestealers lurking, instead of placing them 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, the unit is destroyed.
Lightning Reflexes	Models in this unit have a 5+ invulnerable save.
Swift and Deadly	Models in this unit can charge even if they Advanced during its turn.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Genestealer	8"	3+	4+	4	4	1	3	9	5+/5++

Weapon	Range	Type	S	AP	D	Abilities
Rending Claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.

Ripper Swarms [2 PL, 33pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Troops, Swarm

Abilities: *Burrowers, Instinctive Behaviour*

3x Ripper Swarm [33pts]

Selections: 3x Claws and Teeth

Unit: *Ripper Swarm*, **Weapon:** *Claws and Teeth*

Abilities	Description
Burrowers	During deployment, you can set up a unit of Ripper Swarms underground instead of on the battlefield. At the end of any of your Movement phases, they can tunnel up to the battlefield - set them up anywhere that is more than 9" from any enemy models.
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse 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.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Ripper Swarm	6"	5+	5+	3	3	3	4	4	6+

Weapon	Range	Type	S	AP	D	Abilities
Claws and Teeth	Melee	Melee	User	0	1	-

Ripper Swarms [2 PL, 33pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Troops, Swarm

Abilities: *Burrowers, Instinctive Behaviour*

3x Ripper Swarm [33pts]

Selections: 3x Claws and Teeth

Unit: *Ripper Swarm*, **Weapon:** *Claws and Teeth*

Abilities	Description
Burrowers	During deployment, you can set up a unit of Ripper Swarms underground instead of on the battlefield. At the end of any of your Movement phases, they can tunnel up to the battlefield - set them up anywhere that is more than 9" from any enemy models.
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse 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.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Ripper Swarm	6"	5+	5+	3	3	3	4	4	6+

Weapon	Range	Type	S	AP	D	Abilities
Claws and Teeth	Melee	Melee	User	0	1	-

Battalion Detachment +5CP (Tyranids) [53 PL, 841pts]

No Force Org Slot

Hive Fleet

Selections: Kronos

Categories: No Force Org Slot

Abilities: *Bio-barrage, Hive Fleet Adaptations*

Abilities	Description
Bio-barrage	You can re-roll hit rolls of 1 for units with this adaption in your Shooting phase if they did not move in the preceding Movement phase.
Hive Fleet Adaptations	If your army is Battle-forged, all units in Tyranids Detachments gain a Hive Fleet Adaptation, so long as every unit in that Detachment is from the same hive fleet. The Hive Fleet Adaptation gained depends upon the hive fleet they are from, as shown in the table.

HQ [22 PL, 408pts]

Hive Tyrant [11 PL, 204pts]

Selections: Monstrous Rending Claws, Power: Onslaught, Power: Psychic Scream, Prehensile Pincer Tail, Two Devourers with Brainleech Worms [14pts], Warlord, Warlord Trait: Soul Hunger, Wings [2 PL, 47pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, HQ, Character, Monster, Psyker, Hive Tyrant, Synapse, Fly, Warlord

Abilities: *Death Throes, Psychic Barrier, Shadow in the Warp, Soul Hunger, Swooping Assault, Synapse, The Will of the Hive Mind, Psychic Power: Onslaught, Psychic Scream, Psyker: Hive Tyrant, Stat Damage - M, WS & BS: Hive Tyrant with Wings (1), Hive Tyrant with Wings (2), Hive Tyrant with Wings (3), Unit: Hive Tyrant, Weapon: Devourer with Brainleech Worms, Monstrous Rending Claws, Prehensile Pincer Tail*

Abilities	Description
Death Throes	If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.
Psychic Barrier	A model with this ability has a 4+ invulnerable save.
Shadow in the Warp	Enemy PSKYERS 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.

Soul Hunger	Whenever an enemy Psyker fails a psychic test within 18" of your Warlord, they suffer D3 mortal wounds.
Swooping Assault	During deployment, you can set up a Hive Tyrant with wings circling high above instead of placing it on the battlefield. At the end of any of your Movement phases it can swoop down - set it up anywhere that is more than 9" away from any enemy models.
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.
The Will of the Hive Mind	The range of this model's Synapse ability is 18" rather than 12".

Psychic Power	Warp Charge	Range	Details
Onslaught	6	18"	Select a friendly TYRANIDS unit within 18" of the psyker. That unit can shoot this turn (even if it Advanced) without suffering any penalties to its hit rolls for moving and shooting with Heavy weapons, or Advancing and shooting with Assault weapons. In addition, that unit can charge this turn even if it Advanced (though not if it Fell Back).
Psychic Scream	5	18"	The nearest enemy unit within 18" suffers D3 mortal wounds. In addition, if that unit is a PSYKER, roll two dice. If the result is higher than their Leadership characteristic, randomly select one of their psychic powers. They can no longer use that psychic power.

Psyker	Cast	Deny	Powers Known	Other
Hive Tyrant	2	1	Smite + 2 Hive Mind	-

Stat Damage - M, WS & BS	Remaining W	Movement	WS	BS
Hive Tyrant with Wings (1)	7-12+	16"	2+	3+
Hive Tyrant with Wings (2)	4-6	12"	3+	3+
Hive Tyrant with Wings (3)	1-3	8"	4+	4+

Unit	M	WS	BS	S	T	W	A	Ld	Save
Hive Tyrant	*	*	*	6	7	12	4	10	3+/4++

Weapon	Range	Type	S	AP	D	Abilities
Devourer with Brainleech Worms	18"	Assault 6	6	0	1	-
Monstrous Rending Claws	Melee	Melee	User	-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.
Prehensile Pincer Tail	Melee	Melee	User	0	D3	Each time the bearer fights, make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.

Hive Tyrant [11 PL, 204pts]

Selections: Monstrous Rending Claws, Power: Symbiostorm, Power: The Horror, Prehensile Pincer Tail, Two Devourers with Brainleech Worms [14pts], Wings [2 PL, 47pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, HQ, Character, Monster, Psyker, Hive Tyrant, Synapse, Fly

Abilities: *Death Throes, Psychic Barrier, Shadow in the Warp, Swooping Assault, Synapse, The Will of the Hive Mind*,
Psychic Power: *Symbiostorm, The Horror*, **Psyker:** *Hive Tyrant*, **Stat Damage - M, WS & BS:** *Hive Tyrant with Wings (1), Hive Tyrant with Wings (2), Hive Tyrant with Wings (3)*, **Unit:** *Hive Tyrant*, **Weapon:** *Devourer with Brainleech Worms, Monstrous Rending Claws, Prehensile Pincer Tail*

Abilities	Description
Death Throes	If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.
Psychic Barrier	A model with this ability has a 4+ invulnerable save.

Shadow in the Warp	Enemy PSKYERS 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.
Swooping Assault	During deployment, you can set up a Hive Tyrant with wings circling high above instead of placing it on the battlefield. At the end of any of your Movement phases it can swoop down - set it up anywhere that is more than 9" away from any enemy models.
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.
The Will of the Hive Mind	The range of this model's Synapse ability is 18" rather than 12".

Psychic Power	Warp Charge	Range	Details
Symbiostorm	6	12"	Select one friendly KRONOS unit within 12" of this psyker. Until the end of the turn, when resolving an attack made with a ranged weapon by a model in that unit, a hit roll of 6+ scores 1 additional hit.
The Horror	6	24"	Select one enemy unit within 24" of and visible to the psyker. Until the start of your next Psychic phase, that unit must subtract 1 from their hit rolls and Leadership characteristic.

Psyker	Cast	Deny	Powers Known	Other
Hive Tyrant	2	1	Smite + 2 Hive Mind	-

Stat Damage - M, WS & BS	Remaining W	Movement	WS	BS
Hive Tyrant with Wings (1)	7-12+	16"	2+	3+
Hive Tyrant with Wings (2)	4-6	12"	3+	3+
Hive Tyrant with Wings (3)	1-3	8"	4+	4+

Unit	M	WS	BS	S	T	W	A	Ld	Save
Hive Tyrant	*	*	*	6	7	12	4	10	3+/4++

Weapon	Range	Type	S	AP	D	Abilities
Devourer with Brainleech Worms	18"	Assault 6	6	0	1	-
Monstrous Rending Claws	Melee	Melee	User	-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.
Prehensile Pincer Tail	Melee	Melee	User	0	D3	Each time the bearer fights, make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.

Troops [7 PL, 106pts]

Ripper Swarms [2 PL, 33pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Troops, Swarm

Abilities: *Burrowers, Instinctive Behaviour*

3x Ripper Swarm [33pts]

Selections: 3x Claws and Teeth

Unit: *Ripper Swarm*, **Weapon:** *Claws and Teeth*

Abilities	Description
Burrowers	During deployment, you can set up a unit of Ripper Swarms underground instead of on the battlefield. At the end of any of your Movement phases, they can tunnel up to the battlefield - set them up anywhere that is more than 9" from any enemy models.
Instinctive	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible

Behaviour 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.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Ripper Swarm	6"	5+	5+	3	3	3	4	4	6+

Weapon	Range	Type	S	AP	D	Abilities
Claws and Teeth	Melee	Melee	User	0	1	-

Ripper Swarms [2 PL, 33pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Troops, Swarm

Abilities: *Burrowers, Instinctive Behaviour*

3x Ripper Swarm [33pts]

Selections: 3x Claws and Teeth

Unit: *Ripper Swarm*, **Weapon:** *Claws and Teeth*

Abilities	Description
Burrowers	During deployment, you can set up a unit of Ripper Swarms underground instead of on the battlefield. At the end of any of your Movement phases, they can tunnel up to the battlefield - set them up anywhere that is more than 9" from any enemy models.
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse 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.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Ripper Swarm	6"	5+	5+	3	3	3	4	4	6+

Weapon	Range	Type	S	AP	D	Abilities
Claws and Teeth	Melee	Melee	User	0	1	-

Termagants [3 PL, 40pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Infantry, Troops

Abilities: *Hail of Living Ammunition, Instinctive Behaviour*

10x Termagant (Fleshborer) [40pts]

Selections: 10x Fleshborer

Unit: *Termagant*, **Weapon:** *Fleshborer*

Abilities	Description
Hail of Living Ammunition	If this unit contains 20 or more models, you can re-roll wound rolls of 1 when it shoots.
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse 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.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Termagant	6"	4+	4+	3	3	1	1	5	6+

Weapon	Range	Type	S	AP	D	Abilities
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Fleshborer	12"	Assault	4	0	1	-
		1				

Elites [13 PL, 172pts]

Hive Guard [13 PL, 172pts]

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Elites, Infantry

Abilities: *Instinctive Behaviour*

4x Hive Guard (Impaler) [172pts]

Selections: 4x Impaler Cannon [100pts]

Unit: *Hive Guard*, **Weapon:** *Impaler Cannon*

Abilities	Description
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse 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.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Hive Guard	5"	4+	3+	4	5	3	2	7	4+

Weapon	Range	Type	S	AP	D	Abilities
Impaler Cannon	36"	Heavy 2	8	-2	D3	This weapon can target unit that are not visible to the bearer. In addition, units attacked by this weapon do not gain any bonus to their saving throws for being in cover.

Heavy Support [11 PL, 155pts]

Exocrine [11 PL, 155pts]

Selections: Bio-plasmic Cannon, Powerful Limbs

Categories: Faction: <Hive Fleet>, Faction: Tyranids, Heavy Support, Monster

Abilities: *Death Throes*, *Instinctive Behaviour*, *Symbiotic Targeting*, *Weapon Beast*, **Stat Damage - WS, BS & A:** *Exocrine (1)*, *Exocrine (2)*, *Exocrine (3)*, **Unit:** *Exocrine*, **Weapon:** *Bio-plasmic Cannon*, *Powerful Limbs*

Abilities	Description
Death Throes	If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse 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.
Symbiotic Targeting	If this model did not move in its Movement phase, you can add 1 to its hit rolls in the following Shooting phase. If you do so, it cannot charge in the same turn.
Weapon Beast	If this model does not move in your Movement phase, it can shoot all of its weapons twice in your Shooting phase.

Stat Damage - WS, BS & A	Remaining W	WS	BS	Attacks
Exocrine (1)	7-12+	4+	4+	3
Exocrine (2)	4-6	4+	5+	D3
Exocrine (3)	1-3	5+	5+	1

Unit	M	WS	BS	S	T	W	A	Ld	Save
Exocrine	6"	*	*	7	8	12	*	6	3+

Weapon	Range	Type	S	AP	D	Abilities
Bio-plasmic Cannon	36"	Heavy 6	7	-3	2	-
Powerful Limbs	Melee	Melee	User	-1	2	-

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