

## Necrons (Warhammer 40,000 8th Edition) [126 PL, 2,000pts]

### Battalion Detachment +5CP (Tyranids) [68 PL, 1,022pts]

#### Configuration

##### Hive Fleet

**Selections:** Behemoth

**Categories:** CONFIGURATION

**Abilities:** *Hive Fleet Adaptations, Hyper-aggression*

Abilities	Description	Ref
<b>Hive Fleet Adaptations</b>	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.	Codex: Tyranids p116
<b>Hyper-aggression</b>	You can re-roll failed charge rolls for units with this adaption.	Codex: Tyranids p117

#### HQ [34 PL, 569pts]

##### Broodlord [8 PL, 115pts]

**Selections:** Monstrous Rending Claws, Power: Smite, Power: Unstoppable Hunger, 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:** *Smite, Unstoppable Hunger*, **Psyker:** *Broodlord*, **Unit:** *Broodlord*, **Weapon:** *Monstrous Rending Claws*

Abilities	Description	Ref
<b>Brood Telepathy</b>	You can add 1 to hit rolls in the Fight phase for <HIVE FLEET> Genestealer units within 6" of and friendly <HIVE FLEET> Broodlords.	Codex: Tyranids p84
<b>Lightning Reflexes</b>	Models in this unit have a 5+ invulnerable save.	Codex: Tyranids p89
<b>Resonance Barb</b>	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.	Psychic Awakening: Blood of Baal p71
<b>Shadow in the Warp</b>	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.	Codex: Tyranids p82
<b>Swift and Deadly</b>	Models in this unit can charge even if they Advanced during its turn.	Codex: Tyranids p89
<b>Synapse</b>	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82

Psychic Power	Warp Charge	Range	Details	Ref
<b>Smite</b>	5	18"	The closest visible 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.	Warhammer 40,000 Rulebook p178
<b>Unstoppable Hunger</b>	7	9"	Select one friendly BEHEMOTH unit within 9" of this psyker. Until the end of the turn, when resolving an attack made with a melee weapon by a model in that unit, add 1 to the wound roll.	Psychic Awakening: Blood of Baal p78

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Broodlord</b>	1	1	Smite + 1 Hive Mind	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Broodlord</b>	8"	2+	-	5	5	6	6	10	4+/5++	Codex: Tyranids p84

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Monstrous Rending Claws</b>	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.	Codex: Tyranids p111

### Hive Tyrant [11 PL, 204pts]

**Selections:** Monstrous Rending Claws, Power: Catalyst, Power: Psychic Scream, Power: Smite, 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:** *Catalyst, Psychic Scream, Smite*, **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	Ref
<b>Death Throes</b>	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.	Codex: Tyranids
<b>Psychic Barrier</b>	A model with this ability has a 4+ invulnerable save.	Codex: Tyranids p85
<b>Shadow in the Warp</b>	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.	Codex: Tyranids p82
<b>Swooping Assault</b>	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.	Codex: Tyranids p85
<b>Synapse</b>	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82
<b>The Will of the Hive Mind</b>	The range of this model's Synapse ability is 18" rather than 12".	Codex: Tyranids p85

Psychic Power	Warp Charge	Range	Details	Ref
<b>Catalyst</b>	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.	Codex: Tyranids p121
<b>Psychic Scream</b>	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.	Codex: Tyranids p121
<b>Smite</b>	5	18"	The closest visible 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.	Warhammer 40,000 Rulebook p178

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Hive Tyrant</b>	2	1	Smite + 2 Hive Mind	-	

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Hive Tyrant</b>	*	*	*	6	7	12	4	10	3+/4++	Codex: Tyranids p85

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Devourer with Brainleech Worms</b>	18"	Assault 6	6	0	1	-	Codex: Tyranids p112
<b>Monstrous Rending Claws</b>	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.	Codex: Tyranids p111
<b>Prehensile Pincer Tail</b>	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.	Codex: Tyranids p111

### The Swarmlord [15 PL, 250pts]

**Selections:** Bone Sabres, Power: Psychic Scream, Power: Smite, 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:** *Psychic Scream, Smite, 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	Ref
<b>Blade Parry</b>	Add 1 to the Swarmlord's invulnerable saves against wounds caused by Melee weapons.	Codex: Tyranids p86
<b>Death Throes</b>	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.	Codex: Tyranids
<b>Hive Commander</b>	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.	Codex: Tyranids p86
<b>Psychic Barrier</b>	A model with this ability has a 4+ invulnerable save.	Codex: Tyranids p86
<b>Shadow in the Warp</b>	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.	Codex: Tyranids p82
<b>Synapse</b>	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82
<b>The Will of the Hive Mind</b>	The range of this model's Synapse ability is 18" rather than 12".	Codex: Tyranids p86

Psychic Power	Warp Charge	Range	Details	Ref
<b>Psychic Scream</b>	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.	Codex: Tyranids p121
<b>Smite</b>	5	18"	The closest visible 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.	Warhammer 40,000 Rulebook p178
<b>The Horror</b>	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.	Codex: Tyranids p121

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>The Swarmlord</b>	2	2	Smite + 2 Hive Mind	-	

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>The Swarmlord</b>	*	2+	3+	*	7	12	*	10	3+/4++	Codex: Tyranids p86

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bone Sabres</b>	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.	Codex: Tyranids p111
<b>Prehensile Pincer Tail</b>	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.	Codex: Tyranids p111

**Troops [34 PL, 453pts]**

## Genestealers [16 PL, 216pts]

**Selections:** 4x Acid Maw

**Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, INFANTRY, GENESTEALER, TROOPS

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

## 18x Genestealer [216pts]

**Selections:** 18x Rending Claws [36pts]

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

Abilities	Description	Ref
<b>Flurry of Claws</b>	Genestealers have 4 Attacks instead of 3 whilst their unit has 10 or more models.	Codex: Tyranids p89
<b>Infestation</b>	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.	Codex: Tyranids p89
<b>Lightning Reflexes</b>	Models in this unit have a 5+ invulnerable save.	Codex: Tyranids p89
<b>Swift and Deadly</b>	Models in this unit can charge even if they Advanced during its turn.	Codex: Tyranids p89

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Genestealer</b>	8"	3+	4+	4	4	1	3	9	5+/5++	Codex: Tyranids p89

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Acid Maw</b>	Melee	Melee	User	-3	1	-	Codex: Tyranids p111
<b>Rending Claws</b>	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.	Codex: Tyranids p111

**Genestealers [16 PL, 204pts]****Selections:** 4x Acid Maw**Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, INFANTRY, GENESTEALER, TROOPS**Abilities:** *Flurry of Claws, Infestation, Lightning Reflexes, Swift and Deadly*, **Weapon:** *Acid Maw***17x Genestealer [204pts]****Selections:** 17x Rending Claws [34pts]**Unit:** *Genestealer*, **Weapon:** *Rending Claws*

Abilities	Description	Ref
<b>Flurry of Claws</b>	Genestealers have 4 Attacks instead of 3 whilst their unit has 10 or more models.	Codex: Tyranids p89
<b>Infestation</b>	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.	Codex: Tyranids p89
<b>Lightning Reflexes</b>	Models in this unit have a 5+ invulnerable save.	Codex: Tyranids p89
<b>Swift and Deadly</b>	Models in this unit can charge even if they Advanced during its turn.	Codex: Tyranids p89

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Genestealer</b>	8"	3+	4+	4	4	1	3	9	5+/5++	Codex: Tyranids p89

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Acid Maw</b>	Melee	Melee	User	-3	1	-	Codex: Tyranids p111
<b>Rending Claws</b>	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.	Codex: Tyranids p111

### 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	Ref
<b>Burrowers</b>	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.	Codex: Tyranids p91
<b>Instinctive Behaviour</b>	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.	Codex: Tyranids p82

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ripper Swarm	6"	5+	5+	3	3	3	4	4	6+	Codex: Tyranids p91

Weapon	Range	Type	S	AP	D	Abilities	Ref
Claws and Teeth	Melee	Melee	User	0	1	-	Codex: Tyranids p111

## Battalion Detachment +5CP (Tyranids) [58 PL, 978pts]

### Configuration

#### Hive Fleet

**Selections:** Kronos

**Categories:** CONFIGURATION

**Abilities:** *Bio-barrage, Hive Fleet Adaptations*

Abilities	Description	Ref
<b>Bio-barrage</b>	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.	Codex: Tyranids p117
<b>Hive Fleet Adaptations</b>	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.	Codex: Tyranids p116

## HQ [15 PL, 294pts]

#### Hive Tyrant [11 PL, 204pts]

**Selections:** Monstrous Rending Claws, Power: Paroxysm, Power: Smite, Power: The Horror, 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:** *Paroxysm, Smite, 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	Ref
<b>Death Throes</b>	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.	Codex: Tyranids
<b>Psychic Barrier</b>	A model with this ability has a 4+ invulnerable save.	Codex: Tyranids p85
<b>Shadow in the Warp</b>	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.	Codex: Tyranids p82
<b>Soul Hunger</b>	Whenever an enemy Psyker fails a psychic test within 18" of your Warlord, they suffer D3 mortal wounds.	Codex: Tyranids p125
<b>Swooping Assault</b>	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.	Codex: Tyranids p85
<b>Synapse</b>	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82
<b>The Will of the Hive Mind</b>	The range of this model's Synapse ability is 18" rather than 12".	Codex: Tyranids p85

Psychic Power	Warp Charge	Range	Details	Ref
<b>Paroxysm</b>	5	18"	Choose an enemy unit within 18" of the psyker. Until your next Psychic phase, that unit cannot fight in the Fight phase until all other units that are able to have done so. If the target has an ability that allows it to fight first in the Fight phase, it instead fights as if it didn't have this ability. If both players have units that cannot fight until all other units have done so, then alternate choosing which of those units to fight with, starting with the player whose turn is taking place.	Codex: Tyranids p121
<b>Smite</b>	5	18"	The closest visible 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.	Warhammer 40,000 Rulebook p178
<b>The Horror</b>	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.	Codex: Tyranids p121

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Hive Tyrant</b>	2	1	Smite + 2 Hive Mind	-	

Stat	Damage - M, WS & BS	Remaining W	Movement	WS	BS	Ref
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	Ref
Hive Tyrant	*	*	*	6	7	12	4	10	3+/4++	Codex: Tyranids p85

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Devourer with Brainleech Worms</b>	18"	Assault 6	6	0	1	-	Codex: Tyranids p112
<b>Monstrous Rending Claws</b>	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.	Codex: Tyranids p111
<b>Prehensile Pincer Tail</b>	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.	Codex: Tyranids p111

## Neurothrope [4 PL, 90pts]

**Selections:** Claws and Teeth, Power: Smite, Power: Symbiostorm

**Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, FLY, HQ, PSYKER, INFANTRY, CHARACTER, SYNAPSE, ZOANTHROPE

**Abilities:** *Shadow in the Warp, Spirit Leech, Synapse, Warp Field, Warp Siphon*, **Psychic Power:** *Smite, Symbiostorm*, **Psyker:** *Neurothrope*, **Unit:** *Neurothrope*, **Weapon:** *Claws and Teeth*

Abilities	Description	Ref
<b>Shadow in the Warp</b>	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.	Codex: Tyranids p82
<b>Spirit Leech</b>	Each time a Neurothrope slays a model using the Smite psychic power, you can heal a wound on a friendly <HIVE FLEET> ZOANTHROPE within 6".	Codex: Tyranids p87
<b>Synapse</b>	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82
<b>Warp Field</b>	Models in this unit have a 3+ invulnerable save.	Codex: Tyranids p87
<b>Warp Siphon</b>	You can re-roll rolls of 1 when taking Psychic tests for friendly <HIVE FLEET> ZOANTHROPE units within 6" of this model.	Codex: Tyranids p87

Psychic Power	Warp Charge	Range	Details	Ref
<b>Smite</b>	5	18"	The closest visible 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.	Warhammer 40,000 Rulebook p178
<b>Symbiostorm</b>	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.	Psychic Awakening: Blood of Baal p78

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Neurothrope</b>	2	1	Smite + 1 Hive Mind	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Neurothrope</b>	5"	4+	3+	4	4	5	1	9	5+/3++	Codex: Tyranids p87

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Claws and Teeth</b>	Melee	Melee	User	0	1	-	Codex: Tyranids p111

## Troops [6 PL, 99pts]

### 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	Ref
<b>Burrowers</b>	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.	Codex: Tyranids p91
<b>Instinctive Behaviour</b>	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.	Codex: Tyranids p82

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Ripper Swarm</b>	6"	5+	5+	3	3	3	4	4	6+	Codex: Tyranids p91

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Claws and Teeth</b>	Melee	Melee	User	0	1	-	Codex: Tyranids p111

### 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	Ref
<b>Burrowers</b>	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.	Codex: Tyranids p91
<b>Instinctive Behaviour</b>	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.	Codex: Tyranids p82

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Ripper Swarm</b>	6"	5+	5+	3	3	3	4	4	6+	Codex: Tyranids p91

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Claws and Teeth</b>	Melee	Melee	User	0	1	-	Codex: Tyranids p111

### 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	Ref
<b>Burrowers</b>	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.	Codex: Tyranids p91
<b>Instinctive Behaviour</b>	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.	Codex: Tyranids p82

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Ripper Swarm</b>	6"	5+	5+	3	3	3	4	4	6+	Codex: Tyranids p91

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Claws and Teeth</b>	Melee	Melee	User	0	1	-	Codex: Tyranids p111

### Elites [26 PL, 430pts]

#### Hive Guard [13 PL, 215pts]

**Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, ELITES, INFANTRY

**Abilities:** *Instinctive Behaviour*

#### 5x Hive Guard (Impaler) [215pts]

**Selections:** 5x Impaler Cannon [125pts]

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

Abilities	Description	Ref
<b>Instinctive Behaviour</b>	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.	Codex: Tyranids p82

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Hive Guard</b>	5"	4+	3+	4	5	3	2	7	4+	Codex: Tyranids p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Impaler Cannon</b>	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.	Codex: Tyranids p112

**Hive Guard [13 PL, 215pts]****Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, ELITES, INFANTRY**Abilities:** *Instinctive Behaviour***5x Hive Guard (Impaler) [215pts]****Selections:** 5x Impaler Cannon [125pts]**Unit:** *Hive Guard*, **Weapon:** *Impaler Cannon*

Abilities	Description	Ref
<b>Instinctive Behaviour</b>	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.	Codex: Tyranids p82

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Hive Guard</b>	5"	4+	3+	4	5	3	2	7	4+	Codex: Tyranids p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Impaler Cannon</b>	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.	Codex: Tyranids p112

**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	Ref
<b>Death Throes</b>	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.	Codex: Tyranids
<b>Instinctive Behaviour</b>	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.	Codex: Tyranids p82
<b>Symbiotic Targeting</b>	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.	Codex: Tyranids p100
<b>Weapon Beast</b>	If this model does not move in your Movement phase, it can shoot all of its weapons twice in your Shooting phase.	Codex: Tyranids p100

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Exocrine</b>	6"	*	*	7	8	12	*	6	3+	Codex: Tyranids p100

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bio-plasmic Cannon</b>	36"	Heavy	6	7	-3	2 -	Codex: Tyranids p112
<b>Powerful Limbs</b>	Melee	Melee	User	-1	2	-	Codex: Tyranids p111