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

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

Configuration

ive Fleet Selections: Bo Categories: C Abilities: <i>Hive</i>		
Abilities	Description	Ref
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.	Codex: Tyranids p116
Hyper- aggression	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	Descripti	on			Ref							
Brood Telepathy		ler units		ne Fight phase for <hive fleet=""> and friendly <hive fleet=""></hive></hive>	Codex: Tyranids p84							
Lightning Reflexes	Models in	this unit	have a 5+	invulnerable save.	Codex: Tyranids p89							
Resonance Barb	menifest of attempt to	one aditio deny or addition	onal pychic ne additiona when a Ps	el with this Relic can attempt to power in your Psychic phaseand al power in your opponent's Psychic sychic test is taken for a model with								
Shadow in the Warp	make if th	nemy PSKYERS must subtract 1 from any Psychic tests they nake if they are within 18" of any units with this ability. TYRANID SYKERS are not affected.										
Swift and Deadly	Models in turn.	Models in this unit can charge even if they Advanced during its rurn.										
Synapse		<hive fleet=""> units automatically pass Morale tests if they are within 12" of any friendly <hive fleet=""> units with this ability.</hive></hive>										
Psychic Power	Warp Charge	Range	Details		Ref							
Smite	5	18"	psyker su of the Psy	st visible enemy unit within 18" of t ffers D3 mortal wounds. If the resu rchic test was more than 10 the targ mortal wounds instead.	lt 40,000							
Unstoppabl Hunger	e ₇	9"	of this psy resolving	e friendly BEHEMOTH unit within 9 /ker. Until the end of the turn, when an attack made with a melee weap el in that unit, add 1 to the wound re	Awakening: on Blood of							
Psyker	Cast Den	y Powe	rs Known	Other Ref								
Broodlord	1 1	Smite	+ 1 Hive N	lind -								
Unit	M WS B	SST	W A Ld	Save Ref								
Broodlord	8" 2+ -	55	6 6 10	4+/5++ Codex: Tyranids p84								
Weapon	Range Ty	/pe S	AP D	Abilities	Ref							
Monstrous Rending Claws	Melee M	elee Us	er -3 D3	You can re-roll failed wound rolls this weapon. In addition, each tin make a wound roll of 6+, that hit resolved with an AP of -6 and Da of 3.	ne you Codex: is Tyranids							

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	Descri	iption		Ref						
Death Throes	If this r the bat	nodel is ttlefield;	reduced to 0 wounds, roll a dice before removing it fron on a 6, it lashes out in its death throes, and each unit s D3 mortal wounds.	ⁿ Codex: Tyranid						
Psychic Barrier	A mod	el with th	nis ability has a 4+ invulnerable save.	Codex: Tyranid p85						
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.</hive></hive>									
The Will of the Hive Mind	The ra	The range of this model's Synapse ability is 18" rather than 12".								
Psychic V Power C	Varp harge	Range	Details	Ref						
Catalyst 6		18"	each time that unit loses a wound, roll a D6; on a	Codex: Tyranids o121						
Psychic Scream ⁵		18"	two dice. If the result is higher than their Leadership	Codex: Tyranids o121						
	The closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the									
Smite 5		18"	Psychic test was more than 10 the target suffers D6 F	40,000 Rulebook o178						
Smite 5 Psyker			Psychic test was more than 10 the target suffers D6 F	Rulebook						
	Cast	Deny	Psychic test was more than 10 the target suffers D6 F mortal wounds instead.	Rulebook						
Psyker Hive Tyran	Cast t 2	Deny 1	Psychic test was more than 10 the target suffers D6 mortal wounds instead. F Powers Known Other Ref	Rulebook						
Psyker Hive Tyran	Cast t 2 ge-M,	Deny 1 WS & B	Psychic test was more than 10 the target suffers D6 mortal wounds instead. Powers Known Other Ref Smite + 2 Hive Mind - S Remaining W Movement WS BS Ref	Rulebook						
Psyker Hive Tyran Stat Damag	Cast t 2 ge - M, t with V	Deny 1 WS & B Vings (1	Psychic test was more than 10 the target suffers D6 mortal wounds instead. Powers Known Other Ref Smite + 2 Hive Mind - S Remaining W Movement WS BS Ref) 7-12+ 16" 2+ 3+	Rulebook						
Psyker Hive Tyran Stat Damag Hive Tyran	Cast t 2 ge - M, t with V t with V	Deny 1 WS & B Vings (1 Vings (2	Psychic test was more than 10 the target suffers D6 mortal wounds instead. Powers Known Other Ref Smite + 2 Hive Mind - S Remaining W Movement WS BS Ref) 7-12+ 16" 2+ 3+ 2) 4-6 12" 3+ 3+	Rulebook						
Psyker Hive Tyran Stat Damag Hive Tyran Hive Tyran	Cast t 2 ge - M, t with V t with V t with V	Deny 1 WS & B Vings (1 Vings (2 Vings (3	Psychic test was more than 10 the target suffers D6 mortal wounds instead. Powers Known Other Ref Smite + 2 Hive Mind - S Remaining W Movement WS BS Ref) 7-12+ 16" 2+ 3+ 2) 4-6 12" 3+ 3+	Rulebook						

Weapon	Range	Туре	S	AP	D	Abilities	Ref
Devourer with Brainleech Worms	18"	Assault 6	6	0	1	-	Codex: Tyranids p112
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.	Codex: Tyranids p111
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.	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
Blade Parry	Add 1 to the Swarmlord's invulnerable saves against wounds caused by Melee weapons.	Codex: Tyranids p86
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.	Codex: Tyranids
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.</hive 	Codex: Tyranids p86
Psychic Barrier	A model with this ability has a 4+ invulnerable save.	Codex: Tyranids p86
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.	Codex: Tyranids p82
Synapse	<hive fleet=""> units automatically pass Morale tests if they are within 12" of any friendly <hive fleet=""> units with this ability.</hive></hive>	Codex: Tyranids p82
The Will of the Hive Mind	The range of this model's Synapse ability is 18" rather than 12".	Codex: Tyranids p86

Power	Warp Charge	Range	e De	etail	S									Ref
Psychic Scream	5	18"	wo tw ch	ouno o di arao	ds. In ce. If cteris	add the i tic, r	ition, resul ando	unit witl if that u t is high omly sel o longe	unit is her tha ect oi	a PS an th ne of	SYKER eir Lea their p	, roll dersl sychi	hip ic	Codex: Tyranids p121
Smite	5	18"	ps Ps	yke sych	r suff	ers [st wa	D3 m Is mo	enemy u ortal wo ore than ad.	ounds	s. If th	ne resu	lt of t		Warhamme 40,000 Rulebook p178
The Horror	6	24"	the ph	e ps ase	yker. , that	Unti unit	il the mus	nit withi start of st subtra racteris	^f your act 1 f	next	Psych	ic		Codex: Tyranids p121
Psyker	(Cast D	eny	Ро	wers	Kn	own	Ot	ther	Ref				
The Swa	rmlord 2	2 2		Sn	nite +	2 H	ive N	/lind -						
Stat Dam	nage - M,	S & A	Rer	nair		w N	/love	ment	Stren	gth	Attacl	s R	ef	
	nage - M, rmlord (1		Rer 7-12				/love)"		Stren 8	gth	Attacl 6	ks R	ef	
The Swa)				9		ł		igth		ks R	ef	
The Swa The Swa	rmlord (1) 2)	7-12			9 7)"	-	8	igth	6	(s R	Ref	
The Swa The Swa	rmlord (1 rmlord (2 rmlord (3) 2)	7-12 4-6 1-3	2+	ning	9 7 5)" 7" 5"	-	8 7		6 5	s R	Ref	
The Swa The Swa The Swa Unit	rmlord (1 rmlord (2 rmlord (3	1) 2) 3) M WS	7-12 4-6 1-3 BS	2+ S	ning	9 7 5 7 A)" 7" 5" Ld	-	8 7 6 Ref		6 5 4			
The Swa The Swa The Swa Unit	rmlord (1 rmlord (2 rmlord (3 rmlord 3	1) 2) 3) M WS	7-12 4-6 1-3 BS 3+	2+ S *	ning V	9 7 5 7 A 2 *)" 5" Ld 10	Save	8 7 6 Ref		6 5 4			Ref
The Swa The Swa The Swa Unit The Swa	rmlord (1 rmlord (2 rmlord (3 rmlord *	2) 3) M WS 2+	7-12 4-6 1-3 BS 3+ e S	2+ S *	T W 7 12	9 7 5 A 2 * D	9" Ld 10 Abi Eac for t mor	Save 3+/4++	8 7 6 Ref - Coo	dex: ⁻	6 5 4 Tyranic a wour carget s	ls p80	6 II of f	6+ Codex:

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	Desc	cripti	on						Ref
Flurry of Claws		Genestealers have 4 Attacks instead of 3 whilst their unit has 10 or more models.							
Infestation	four i army of pla of an battle battle phas infes	infest deplacing infe efield efield e, se tatior ng wh	tatio loys the stati . Wl , thi t it u n no	n no M o on r nilst s ur up w de i	ode ou c n tl nod the nit c /ho s th	es ai he b le, t ere can lly v nen	nyv the att he sto vith ren	nits of Genestealers, you can place up to where in your deployment zone when your n set up any Genestealers lurking, instead lefield. If an enemy model is ever within 9" node is destroyed and removed from the any friendly infestation nodes on the p lurking: at the end of your Movement in 6" of a friendly infestation node. That noved from the battlefield. If this unit is still ly infestation node is removed, the unit is	Codex: Tyranids p89
Lightning Reflexes	Mode	els in	this	s uni	it h	ave	a 5	5+ invulnerable save.	Codex: Tyranids p89
Swift and Deadly	Mode	els in	this	s uni	it c	an c	cha	rge even if they Advanced during its turn.	Codex: Tyranid: p89
Unit	М	WS	BS	S	т	W	Α	Ld Save Ref	
Genesteale	e r 8"	3+	4+	4	4	1	3	9 5+/5++ Codex: Tyranids p89	
Weapon R	ange	Тур	е	S		AP	D	Abilities	Ref
Acid Maw	lelee	Mel	ee	Use	er	-3	1	-	Codex: Tyranids p111
Rending Claws	lelee	Mel	ee	Use	ər	-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	Desc	cripti	on						Ref
Flurry of Claws	Genestealers have 4 Attacks instead of 3 whilst their unit has 10 or more models.								Codex: Tyranids p89
Infestation	four i army of pla of an battle battle phas infes	infest deplacing infe: efield efield e, se tatior ng wh	tatio loys the stati . Wl , thi t it u n no	n no M o on r nilst s ur up w de i	ode ou o n t noc the nit o /ho s tl	es ai can he b le, t ere can olly v hen	nyv the att he sto vith ren	nits of Genestealers, you can place up to where in your deployment zone when your n set up any Genestealers lurking, instead lefield. If an enemy model is ever within 9" node is destroyed and removed from the any friendly infestation nodes on the p lurking: at the end of your Movement in 6" of a friendly infestation node. That noved from the battlefield. If this unit is still ly infestation node is removed, the unit is	Codex: Tyranid p89
Lightning Reflexes	Mode	els in	this	s uni	it h	ave	a 5	5+ invulnerable save.	Codex: Tyranids p89
Swift and Deadly	Mode	els in	this	s uni	it c	an c	cha	rge even if they Advanced during its turn.	Codex: Tyranid: p89
Unit	Μ	WS	BS	S	т	W	Α	Ld Save Ref	
Genesteale	e r 8"	3+	4+	4	4	1	3	9 5+/5++ Codex: Tyranids p89	
Weapon R	ange	Тур	e	S		AP	D	Abilities	Ref
Acid Maw	lelee	Mel	ee	Use	er	-3	1	-	Codex: Tyranids p111
Rending Claws	lelee	Mel	ee	Use	ər	-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

Categories: Abilities: <i>Bu</i> 3x Ripper S Selection	is [2 PL, 33pts] FACTION: <hive fleet="">, FACTION: TYRANIDS, TROOPS, SWARM rrowers, Instinctive Behaviour Swarm [33pts] s: 3x Claws and Teeth per Swarm, Weapon: Claws and Teeth</hive>										
Abilities	Description	Ref									
Burrowers	Ouring deployment, you can set up a unit of Ripper Swarms nderground instead of on the battlefield. At the end of any of your Novement phases, they can tunnel up to the battlefield - set them up nywhere that is more than 9" from any enemy models.										
Instinctive Behaviour	Inless a <hive fleet=""> unit with this ability is within 24" of any iendly <hive fleet=""> Synapse unit, you must subtract 1 from any hit Codex: olls made for it when shooting any target other than the nearest visible Tyranids nemy unit, and you must subtract 2 from its charge roll if it declares a p82 harge against any unit other than the nearest enemy unit.</hive></hive>										
Unit	M WS BS S T W A Ld Save Ref										
Ripper Swa	rm 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

Categories: (
categories.	ONFIGURATION	
Abilities: Bio-	barrage, Hive Fleet Adaptations	
Abilities	Description	Ref
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.	Codex: Tyranids p117
Hive Fleet	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	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	Descrip	otion		Ref								
Death Throes	the battl	lefield; o	educed to 0 wounds, roll a dice before removing it fro on a 6, it lashes out in its death throes, and each unit D3 mortal wounds.	m Codex: Tyranid								
Psychic Barrier	A mode	l with thi	is ability has a 4+ invulnerable save.	Codex: Tyranids p85								
Shadow in the Warp	they are		RS must subtract 1 from any Psychic tests they make 18" of any units with this ability. TYRANID PSYKERS .	if Codex: Tyranids p82								
Soul Hunger		Whenever an enemy Psyker fails a psychic test within 18" of your Warlord, they suffer D3 mortal wounds.										
Swooping Assault	high abo your Mo	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.</hive></hive>										
The Will of the Hive Mind	The ran	The range of this model's Synapse ability is 18" rather than 12".										
Psychic Power	Warp Charge	Range	e Details	Ref								
Paroxysm	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	Codex: Tyranids								
			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.	p121								
Smite	5	18"	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	p121								
Smite The Horror	5	18" 24"	 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. 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 	p121 Warhamme 40,000 Rulebook								
The	6	24"	 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. 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. 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 	p121 Warhamme 40,000 Rulebook p178 Codex: Tyranids								

Stat Damage	e - M, W	S & BS	Remai	ining	W	Movement	ws	BS	Ref		
Hive Tyrant	with Wi	ngs (1)	7-12+			16"	2+	3+			
Hive Tyrant	with Wi	ngs (2)	4-6			12"	3+	3+			
Hive Tyrant	with Wi	ngs (3)	1-3			8"	4+	4+			
Unit	M WS	BS S	тw	A L	d S	ave Ref					
Hive Tyrant	* *	* 6	7 12	4 1	03	+/4++ Code	ex: Ty	ranio	ds p8	5	
Weapon	Range	Туре	S	AP	D	Abilities					Ref
Devourer with Brainleech Worms	18"	Assault 6	6	0	1	-					Codex: Tyranid p112
Monstrous Rending Claws	Melee	Melee	User	-3	D3	You can re- this weapon you make a is resolved Damage of	n. In a a wou with	additi nd ro	ion, ea	ach time 6+, that hit	Codex: Tyranid p111
Prehensile Pincer Tail	Melee	Melee	User	0	D3	Each time t one (and or weapon. Th	nly or	ie) a	ttack v	with this	Codex: Tyranid 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						
Shadow in the Warp			st subtract 1 from any Psychic tests they make if any units with this ability. TYRANID PSYKERS are	Codex: Tyranids p82						
Spirit Leech			ope slays a model using the Smite psychic power, on a friendly <hive fleet=""> ZOANTHROPE</hive>	Codex: Tyranids p87						
Synapse			automatically pass Morale tests if they are within IVE FLEET> units with this ability.	Codex: Tyranids p82						
Warp Field	Models in this unit have a 3+ invulnerable save.									
Warp Siphon	You can re-roll rolls of 1 when taking Psychic tests for friendly <hive fleet=""> ZOANTHROPE units within 6" of this model.</hive>									
Psychic Power	Warp Charge	Range	Details F	Ref						
Smite	5	18"	the psyker suffers D3 mortal wounds. If the result of the Psychic test was more than 10	Varhamme Ю,000 Rulebook 0178						
Symbiost	orm 6	12"	resolving an attack made with a ranged	Psychic Awakening Blood of Baal p78						
Psyker			vers Known Other Ref							
Neurothro	ope 2 1	Smi	te + 1 Hive Mind -							
Unit	M WS	BS S T	W A Ld Save Ref							
Neurothro	ope 5" 4+	3+ 4 4	5 1 9 5+/3++ Codex: Tyranids p87							
Weapon	Ran	ge Type	S AP D Abilities Ref							
				1						

Troops [6 PL, 99pts]

3x Ripper S	nrowers, Instinctive Behaviour Swarm [33pts] Is: 3x Claws and Teeth	
Unit: Ripp	per Swarm, Weapon: Claws and Teeth	
Abilities	Description F	Ref
Burrowers	Underground instead of on the battlefield. At the end of any of your	Codex: yranids 91
Instinctive Behaviour	rolls made for it when shooting any target other than the nearest visible T	Codex: yranids 82
Unit	M WS BS S T W A Ld Save Ref	
Ripper Swa	arm 6" 5+ 5+ 3 3 3 4 4 6+ Codex: Tyranids p91	
Weapon	Range Type S AP D Abilities Ref	
weapon		

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	Des	scr	iptior	า												Ref
Burrowers	unc Mo	derą ver	groun nent p	d ins ohas	stea es,	id o the	of or ey c	n th an	ie ba tunr	attle nel i	fielo up t	d. At tl o the l	Ripper Sw he end of battlefield by models	any of I - set th		Codex: Tyranids p91
Instinctive Behaviour	frie roll: ene	ndly s m emy	y <hi` iade f ⁄ unit,</hi` 	VE F or it and	FLE who yo	ET en u n	> S sho nust	yna otii su	apse ng a ibtra	un ny t ct 2	it, y arg 2 fro	ou mu et othe m its o		ict 1 fror le neare Ill if it de	n any hit est visible	Codex: Tyranids p82
Unit		М	WS	BS	S	т	W	Α	Ld	S	ave	Ref			1	
Ripper Swa	ı rm	6"	5+	5+	3	3	3	4	4	6-	ŀ	Code	ex: Tyran	ids p91		
Weapon			Rang	je T	ур	е	S		AP	D	Ab	ilities	Ref			

Abilities: <i>Bu</i> 3x Ripper S Selection	Faction: <hive fleet="">, Faction: Tyranids, Troops, Swarm rrowers, Instinctive Behaviour swarm [33pts] s: 3x Claws and Teeth per Swarm, Weapon: Claws and Teeth</hive>	
Abilities	Description	Ref
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.	Codex: Tyranids p91
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.</hive></hive>	Codex: Tyranids p82
Unit	M WS BS S T W A Ld Save Ref	
Ripper Swa	rm 6" 5+ 5+ 3 3 3 4 4 6+ Codex: Tyranids p91	
Weapon	Range Type S AP D Abilities Ref	

Elites [26 PL, 430pts]

Abilities: In: 5x Hive Gu						ntel	1					
Selection							-	ots]				
Unit: Hive	e Gua	ard, V	Veap	oon	: In	npal	ler (Cannon				
Abilities	Des	cript	tion									Ref
Instinctive Behaviour	frier	ndly <	<hiv< th=""><th>ΕF</th><th>LE</th><th></th><th></th><th></th><th>his ability is</th><th>within 24" o t subtract 1 t</th><th></th><th>Codex:</th></hiv<>	ΕF	LE				his ability is	within 24" o t subtract 1 t		Codex:
Lonariou	ene	my u	nit, a	Ind	you	ı mu	hoo ust :	ting any subtract	target other 2 from its ch the nearest e	than the ne arge roll if it	arest visible	Tyranid p82
Unit	ene cha	my u rge a	nit, a gain	ind st a	yoı iny	ı mı unit	hoo ust : oth	ting any subtract	target other 2 from its ch the nearest e	than the ne arge roll if it	arest visible	Tyranid p82
	ene cha M	my u rge a WS	nit, a gain: BS	nd st a S	you iny T	unit	hoo ust : oth A	ting any subtract er than Ld Sav	target other 2 from its ch the nearest of re Ref	than the ne arge roll if it	arest visible	
Unit	ene cha M 5"	my u rge a WS 4+	nit, a gain: BS 3+	nd st a S 4	you iny T	u mu unit W 3	hoo ust s oth A 2	ting any subtract er than Ld Sav	target other 2 from its ch the nearest of re Ref	than the ne arge roll if it enemy unit.	arest visible	

5x Hive Gu		-		-	-			1			
Selection Unit: Hive		•				-	•	-			
011111111	ouu	ra, r	Toup			ipan	0, 00				
Abilities	Desc	cript	ion								Ref
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.</hive></hive>									Codex:	
Benaviour	enen	ny ur	nit, a	nd	γοι	ı mu	st su	g any target o otract 2 from it	ther than the ne ts charge roll if it	arest visible	Tyranid p82
Unit	enen char	ny ur ge aç	nit, a gain:	ind st a	you iny l	ı mu unit	st su othe	g any target o otract 2 from it	ther than the ne ts charge roll if it	arest visible	
	enen char	ny ur ge aç WS	nit, a gains BS	ind st a S	you iny T	unit	st su othe	g any target o otract 2 from it than the near I Save Ref	ther than the ne ts charge roll if it	arest visible declares a	
Unit	enen charg M 1 5" 4	ny ur ge aç WS 4+	nit, a gains BS 3+	st a S 4	you iny T 5	unit W	st su othe A L 2 7	g any target o otract 2 from it than the near I Save Ref	ther than the ne ts charge roll if it est enemy unit.	arest visible declares a	Tyranids p82 Ref

Heavy Support [11 PL, 155pts]

ocrine [11 Selections:		-	on, Power	ful Lim	bs					
Categories:	•					Heavy Supf	PORT, MO	ONSTER		
	S, BS & A	: Exocr	ine (1), Ex					apon Beast, S Exocrine, Wea		
Abilities	Descripti	on							Ref	
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	friendly <l rolls made enemy un</l 	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.</hive></hive>								
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 moo its weapo						se, it ca	n shoot all of	Codex Tyran p100	
Stat Damag	je - WS, B	S & A	Remainir	ng W V	VS BS	Attacks	Ref			
Exocrine (1)		7-12+	4	+ 4+	3				
Exocrine (2	:)		4-6	4	+ 5+	D3				
Exocrine (3)		1-3	5	i+ 5+	1				
Unit M	N WS BS	в в т	WAL	d Save	e Ref]		
Exocrine 6) * *	78	12 * 6	3+	Code	ex: Tyranid	s p100			
Weapon		Range	е Туре	S	AP [Abilities	Ref			
Bio-plasmi	c Cannon	36"	Heavy 6	67	-3 2	2 -	Code	x: Tyranids p	112	

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