

# 1850 Pts - Tyranids - Sean Nayden 1st Best Overall Las Vegas Open 2105

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (Primary Detachment) (19 <math>\frac{1}{2}</math>, 590 pts)</b>												
Hive Tyrant	1		8	4	6	6	4	5	4	10	3+	240
(C:T, pp. 40 & 94); <b>Flying Monstrous Creature</b> (Character); Psyker (Mastery Level 2); Shadow in the Warp; Synapse Creature; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; TL Devourer w/Brainleech Worms (x2); <b>Warlord</b> ; Wings; Electroshock Grubs												
Lictor Brood	1		6	3	6	4	3	6	3/4	10	5+	50
(C:T, pp. 44 & 98); <b>Infantry</b> ; Rending Claws; Scything Talons; Flesh Hooks; Chameleonic Skin; Deep Strike; Fear; Fleet; Hit & Run; Infiltrate; Instinctive Behaviour (Lurk); Move Through Cover; Pheromone Trail; Stealth; Very Bulky												
Lictor Brood	1		6	3	6	4	3	6	3/4	10	5+	50
(C:T, pp. 44 & 98); <b>Infantry</b> ; Rending Claws; Scything Talons; Flesh Hooks; Chameleonic Skin; Deep Strike; Fear; Fleet; Hit & Run; Infiltrate; Instinctive Behaviour (Lurk); Move Through Cover; Pheromone Trail; Stealth; Very Bulky												
Lictor Brood	1		6	3	6	4	3	6	3/4	10	5+	50
(C:T, pp. 44 & 98); <b>Infantry</b> ; Rending Claws; Scything Talons; Flesh Hooks; Chameleonic Skin; Deep Strike; Fear; Fleet; Hit & Run; Infiltrate; Instinctive Behaviour (Lurk); Move Through Cover; Pheromone Trail; Stealth; Very Bulky												
Ripper Swarm Brood	3		2	2	3	3	3	2	4	5	6+	45
(C:T, pp. 53 & 97); <b>Infantry</b> ; Deep Strike; Fearless; Instinctive Behaviour (Feed); Swarms												
Spore Mine Cluster	3		-	-	1	1	1	1	-	1	-	15
(C:T, pp. 65 & 101); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb												
Spore Mine Cluster	3		-	-	1	1	1	1	-	1	-	15
(C:T, pp. 65 & 101); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb												
Spore Mine Cluster	3		-	-	1	1	1	1	-	1	-	15
(C:T, pp. 65 & 101); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb												
Mucolid Spore Cluster	1		-	-	1	3	3	3	-	3	-	15
(WDW 41); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb; Shrouded; Massive Floating Bomb; Skyblast												
Imperial Bastion	1											95
(Stronghold Assault, pg. 21); Emplaced Heavy Bolters (x4); <b>Medium Building</b> (Armour Value 14, Transport Capacity 20, HP 4); Comms Relay												
Combined Arms Detachment (Primary Detachment)	1	Grp: Detachment										0
<b>Leviathan Detachment (25 <math>\frac{1}{2}</math>, 1260 pts)</b>												
Hive Tyrant	1		8	4	6	6	4	5	4	10	3+	240
(C:T, pp. 40 & 94); <b>Flying Monstrous Creature</b> (Character); Psyker (Mastery Level 2); Shadow in the Warp; Synapse Creature; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; TL Devourer w/Brainleech Worms (x2); Wings; Electroshock Grubs												
Hive Tyrant	1		8	4	6	6	4	5	4	10	3+	240
(C:T, pp. 40 & 94); <b>Flying Monstrous Creature</b> (Character); Psyker (Mastery Level 2); Shadow in the Warp; Synapse Creature; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; TL Devourer w/Brainleech Worms (x2); Wings; Electroshock Grubs												
Tyrant Guard Brood	2		5	3	5	6	2	4	2/3	7	3+	110
(C:T, pp. 46 & 94); <b>Infantry</b> ; Rending Claws; Scything Talons (x2); Blind Rampage; Instinctive Behaviour (Feed); Shieldwall; Very Bulky; Fleet; Furious Charge; Adrenal Glands												
Lictor Brood	1		6	3	6	4	3	6	3/4	10	5+	50
(C:T, pp. 44 & 98); <b>Infantry</b> ; Rending Claws; Scything Talons; Flesh Hooks; Chameleonic Skin; Deep Strike; Fear; Fleet; Hit & Run; Infiltrate; Instinctive Behaviour (Lurk); Move Through Cover; Pheromone Trail; Stealth; Very Bulky												
Lictor Brood	1		6	3	6	4	3	6	3/4	10	5+	50
(C:T, pp. 44 & 98); <b>Infantry</b> ; Rending Claws; Scything Talons; Flesh Hooks; Chameleonic Skin; Deep Strike; Fear; Fleet; Hit & Run; Infiltrate; Instinctive Behaviour (Lurk); Move Through Cover; Pheromone Trail; Stealth; Very Bulky												
Lictor Brood	1		6	3	6	4	3	6	3/4	10	5+	50
(C:T, pp. 44 & 98); <b>Infantry</b> ; Rending Claws; Scything Talons; Flesh Hooks; Chameleonic Skin; Deep Strike; Fear; Fleet; Hit & Run; Infiltrate; Instinctive Behaviour (Lurk); Move Through Cover; Pheromone Trail; Stealth; Very Bulky												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Mucolid Spore Cluster	1		-	-	1	3	3	3	-	3	-	15
(WDW 41); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb; Shrouded; Massive Floating Bomb; Skyblast												
Mucolid Spore Cluster	1		-	-	1	3	3	3	-	3	-	15
(WDW 41); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb; Shrouded; Massive Floating Bomb; Skyblast												
Mucolid Spore Cluster	1		-	-	1	3	3	3	-	3	-	15
(WDW 41); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb; Shrouded; Massive Floating Bomb; Skyblast												
Spore Mine Cluster	3		-	-	1	1	1	1	-	1	-	15
(C:T, pp. 65 & 101); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb												
Spore Mine Cluster	4		-	-	1	1	1	1	-	1	-	20
(C:T, pp. 65 & 101); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb												
Spore Mine Cluster	4		-	-	1	1	1	1	-	1	-	20
(C:T, pp. 65 & 101); <b>Infantry</b> ; Deep Strike; Fearless; Floating Death; Living Bomb												
Mawloc	1		3	0	6	6	6	4	3	8	3+	140
(C:T, pp. 54 & 103); <b>Monstrous Creature</b> ; Burrow; Deep Strike; Fearless; Hit & Run; Instinctive Behaviour (Feed); Terror from the Deep; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash												
Mawloc	1		3	0	6	6	6	4	3	8	3+	140
(C:T, pp. 54 & 103); <b>Monstrous Creature</b> ; Burrow; Deep Strike; Fearless; Hit & Run; Instinctive Behaviour (Feed); Terror from the Deep; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash												
Mawloc	1		3	0	6	6	6	4	3	8	3+	140
(C:T, pp. 54 & 103); <b>Monstrous Creature</b> ; Burrow; Deep Strike; Fearless; Hit & Run; Instinctive Behaviour (Feed); Terror from the Deep; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash												
Combined Arms Detachment	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1850</b>	

### Option Footnotes

Weapons & Biomorphs	
Adrenal Glands	See C:T, pg. 67.
Electroshock Grubs	Template, S5, AP5, Assault 1, Haywire (C:T, pg. 64).
Flesh Hooks	6"R, S User, AP -, Assault 2. See also C:T, pg. 67.
Rending Claws	S User, AP5, Melee, Rending (C:T, pg. 63).
Scything Talons	S User, AP6, Melee (C:T, pg. 63).
TL Devourer w/Brainleech Worms	18"R, S6, AP-, Assault 6*, Twin-linked (C:T, pg. 81).
Wings	See C:T, pg. 67.
Fortification Upgrades	
Comms Relay	Any player with an unengaged model within 2" of a comms relay can re-roll Reserves rolls. A model in cover behind a comms relay has a 5+ cover save. (See Stronghold Assault, pg. 19-20).
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Special Rules	
Blind Rampage	See C:T, pg. 49.
Burrow	See C:T, pg. 54.
Chameleonic Skin	See C:T, pg. 44.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fleet	Fleet (see WH40k, pg. 164).
Floating Death	See C:T, pg. 65.
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Instinctive Behaviour (Feed)	See C:T, pg. 38.

Instinctive Behaviour (Lurk)	See C:T, pg. 38.
Living Bomb	See C:T, pg. 65.
Massive Floating Bomb	See WDW 41.
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Pheromone Trail	See C:T, pg. 44.
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Rage	Rage (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Shadow in the Warp	See C:T, pg. 38.
Shieldwall	See C:T, pg. 46.
Shrouded	Shrouded (see WH40k, pg. 170).
Skyblast	See WDW 41.
Smash	Smash (see WH40k, pg. 171).
Stealth	Stealth (see WH40k, pg. 172).
Swarms	Swarms (see WH40k, pg. 172).
Synapse Creature	See C:T, pg. 38.
Terror from the Deep	See C:T, pg. 54.
Very Bulky	Very Bulky (see WH40k, pg. 35).
Terrain Type	
<b>Medium Building</b> (Armour Value 14, Transport Capacity 20, HP 4)	Medium Building (Armour Value 14, Transport Capacity 20, HP 4) (See WH40K, pg. 110)
Unit Type	
<b>Flying Monstrous Creature</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	Infantry (see WH40k, pg. 62).
<b>Monstrous Creature</b>	Monstrous Creature (see WH40k, pg. 67).
Wargear	
Emplaced Heavy Bolters	Range 36"; S5; AP4; Heavy 3.

### Roster Design Information

*Synapse Creatures*: (C:T, pg. xx)

*Shadow in the Warp*: (C:T, pg. xx)

*Instinctive Behavior*: (C:T, pg. xx)