














## 1850 Pts - Tyranids - John Parsons 15th NovaOpen 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Hive Fleet Detachment (8 ⚔, 850 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); <b>Warlord</b> ; 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												
Malanthrope Brood (IA)	1		3	3	5	5	4	5	3	10	3+	85
(IA4se, pg. 82); <b>Infantry</b> ; Fleet; Move Through Cover; Poisoned (2+); Shrouded; Very Bulky; Toxic Miasma; Grasping Tail: See IA4se, pg. 82.; Regeneration; Shadow in the Warp; Spore Cloud; Synapse Creature; Prey Adaptation												
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												
Hive Fleet Detachment	1	Grp: Detachment										0
Adapted Instincts												
<b>: Hive Fleet Detachment (7 ⚔, 765 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												
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												
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												
Hive Fleet Detachment	1	Grp: Detachment										0
Adapted Instincts												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Allied Detachment (13 <sup>+</sup>, 230 pts)</b>												
Herald of Tzeentch (HQ) [cd]	1		3	4	3	4	2	3	2/3	8	-/5(i)	70
(C:CD, pp. 38 & 95); <b>JetBikes</b> (Character); DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Psyker (Mastery Level 1); DS: Disc of Tzeentch; Hammer of Wrath; Jink; Relentless; Very Bulky												
Herald of Tzeentch (HQ) [cd]	1		3	4	3	3	2	3	2	8	-/5(i)	70
(C:CD, pp. 38 & 95); <b>Infantry</b> (Character); DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Psyker (Mastery Level 2)												
Pink Horrors of Tzeentch (Troops) [cd]	10		3	3	3	3	1	3	1	7	-/5(i)	90
(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; S: Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; <b>Discipline of Change</b>												
Allied Detachment [cd]	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1845</b>	

### Option Footnotes

Weapons & Biomorphs	
Electroshock Grubs	Template, S5, AP5, Assault 1, Haywire (C:T, pg. 64).
Regeneration	See C:T, pg. 67.
TL Devourer w/Brainleech Worms	18"R, S6, AP-, Assault 6*, Twin-linked (C:T, pg. 81).
Toxic Miasma	See C:T, pg. 67.
Wings	See C:T, pg. 67.
Daemonic Gifts	
DS: Disc of Tzeentch	See C:CD, pg. 63.
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Psychic Powers	
<b>Discipline of Change</b>	D6: 0 - Flickering Fire of Tzeentch, 1-2 - Tzeentch's Firestorm, 3-4 - Bolt of Change, 5-6 - Infernal Gateway (C:CD, pg. 68).
Special Rules	
Adapted Instincts	
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
DA: Daemon of Tzeentch	See C:CD, pg. 26.
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.
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Jink	Jink (see WH40k, pg. 167).
Living Bomb	See C:T, pg. 65.
Massive Floating Bomb	See WDW 41.
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Poisoned (2+)	Poisoned (see WH40k, pg. 169).
Prey Adaptation	See IAA2013, pg. 131.
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
S: Blue Horrors	See C:CD, pg. 38.
S: Daemon	Daemon (see WH40k, pg. 163).
S: Daemonic Instability	See C:CD, pg. 26.
S: Deep Strike	Deep Strike (see WH40k, pg. 162).
S: Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 165).
S: Independent Character	Independent Character (see WH40k, pg. 166).
S: Magic Made Manifest	See C:CD, pg. 38.

Shadow in the Warp	See C:T, pg. 38.
Shrouded	Shrouded (see WH40k, pg. 170).
Skyblast	See WDW 41.
Smash	Smash (see WH40k, pg. 171).
Spore Cloud	See C:T, pg. 47.
Synapse Creature	See C:T, pg. 38.
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
<b>Flying Monstrous Creature</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>JetBikes</b> (Character)	See WH40K rulebook, pgs. 44-49.

### Roster Design Information

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

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

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