

1850 Pts - Tyranids - Dan Wright 2nd Overall Lantasy 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Hive Fleet Detachment (20 , 1850 pts)												
Hive Tyrant	1		8	4	6	6	4	5	4	10	3+	240
(C:T, pp. 40 & 94); Flying Monstrous Creature (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); Flying Monstrous Creature (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); Flying Monstrous Creature (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); Warlord ; Wings; Electroshock Grubs												
Mucolid Spore Cluster	1		-	-	1	3	3	3	-	3	-	15
(WDW 41); Infantry ; Deep Strike; Fearless; Floating Death; Living Bomb; Shrouded; Massive Floating Bomb; Skyblast												
Mucolid Spore Cluster	1		-	-	1	3	3	3	-	3	-	15
(WDW 41); Infantry ; Deep Strike; Fearless; Floating Death; Living Bomb; Shrouded; Massive Floating Bomb; Skyblast												
Mucolid Spore Cluster	1		-	-	1	3	3	3	-	3	-	15
(WDW 41); Infantry ; Deep Strike; Fearless; Floating Death; Living Bomb; Shrouded; Massive Floating Bomb; Skyblast												
Mawloc	1		3	0	6	6	6	4	3	8	3+	140
(C:T, pp. 54 & 103); Monstrous Creature ; Burrow; Deep Strike; Fearless; Hit & Run; Instinctive Behaviour (Feed); Terror from the Deep; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash												
Zoanthrope	1		3	4	4	4	2	3	1	10	5+/3(i)	50
(WDW #42); Infantry ; Brotherhood of Psykers (Mastery Level 2); Psychic Brood; Shadow in the Warp; Synapse Creature; Very Bulky; Warp Field												
Zoanthrope Brood	2		3	4	4	4	2	3	1	10	5+/3(i)	250
(WDW #42); Tyrannocyte; Infantry ; Brotherhood of Psykers (Mastery Level 2); Psychic Brood; Shadow in the Warp; Synapse Creature; Very Bulky; Warp Field; Spirit Leech												
Tyrannocyte	1		2	2	5	5	6	3	3	8	4+	[75]
(Shield of Baal - Leviathan); Monstrous Creature ; Deathspitter (x5); Deep Strike; Fearless; Drifting Death; Instinctive Fire; Transport Spore; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; 20 model capacity												
Neurothrope	1		3	4	4	4	2	3	1	10	5+/3(i)	[75]
Automatic Unit Type												
Void Shield Generator	1											100
(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Hypertoxic Node	1	Grp: ☠										545
	(Shield of Baal: Leviathan); Hypertoxic; Miasma of Death											
Hive Tyrant	1		8	4	6	6	4	5	4	10	3+	[250]
	(C:T, pp. 40 & 94); Flying Monstrous Creature (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); Toxic Miasma; Toxin Sacs; Wings; Electroshock Grubs											
Toxicrene	1		3	3	5	6	5	3	6	8	4+	[160]
	(WDW 40); Monstrous Creature ; Acid Blood; Choking Cloud; Lash Whips; Toxic Miasma; Fearless; Hypertoxic; Instinctive Behaviour (Feed); Poisoned (2+); Shrouded; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash											
Venomthrope	1		3	3	4	4	2	3	2	6	5+	[45]
	(C:T, pp. 47 & 98); Infantry ; Lash Whips; Toxic Miasma; Instinctive Behaviour (Hunt); Poisoned (2+); Shrouded; Spore Cloud; Very Bulky											
Venomthrope	1		3	3	4	4	2	3	2	6	5+	[45]
	(C:T, pp. 47 & 98); Infantry ; Lash Whips; Toxic Miasma; Instinctive Behaviour (Hunt); Poisoned (2+); Shrouded; Spore Cloud; Very Bulky											
Venomthrope	1		3	3	4	4	2	3	2	6	5+	[45]
	(C:T, pp. 47 & 98); Infantry ; Lash Whips; Toxic Miasma; Instinctive Behaviour (Hunt); Poisoned (2+); Shrouded; Spore Cloud; Very Bulky											
Hive Fleet Detachment	1	Grp: Detachment										0
	Adapted Instincts											
Total Cost:											1850	

Option Footnotes

Weapons & Biomorphs	
Acid Blood	See C:T, pg. 67.
Choking Cloud	See WDW 40.
Deathspitter	18"R, S5, AP5, Assault 3 (C:T, pg. 64).
Electroshock Grubs	Template, S5, AP5, Assault 1, Haywire (C:T, pg. 64).
Lash Whips	S User, AP -, Melee, Swiftstrike (C:T, pg. 63).
TL Devourer w/Brainleech Worms	18"R, S6, AP-, Assault 6*, Twin-linked (C:T, pg. 81).
Toxic Miasma	See C:T, pg. 67.
Toxin Sacs	See C:T, pg. 67 & BRB, pg. 40.
Wings	See C:T, pg. 67.
Warlord Traits	
Warlord	See WH40k, pg. 124.
Psychic Powers	
Spirit Leech	Witchfire: 18"R, see WDW #42.
Special Rules	
Adapted Instincts	
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
Brotherhood of Psykers (Mastery Level 2)	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
Burrow	See C:T, pg. 54.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Drifting Death	See WDW 41.
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Floating Death	See C:T, pg. 65.
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Hypertoxic	See WDW 40.
Instinctive Behaviour (Feed)	See C:T, pg. 38.
Instinctive Behaviour (Hunt)	See C:T, pg. 38.
Instinctive Fire	See WDW 41.
Living Bomb	See C:T, pg. 65.

Massive Floating Bomb	See WDW 41.
Miasma of Death	
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Poisoned (2+)	See BRB, pg. 42.
Projected Void Shields	Each projected void shield has a 12" area of effect, known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a target within the Void Shield Zone instead hits the projected void shield. If a unit is within 12" of more than one Void Shield Generator, and so within more than one Void Shield Zone when it is hit, randomly determine which of the buildings' projected void shields is hit. Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shield causes it to collapse. If all projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapsed; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
Psychic Brood	See C:T, pg. 45.
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
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.
Terror from the Deep	See C:T, pg. 54.
Transport Spore	See WDW 41.
Very Bulky	Very Bulky (see WH40k, pg. 35).
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).
Monstrous Creature	Monstrous Creature (see WH40k, pg. 67).

Roster Design Information

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

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

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