

1850 Pts - Tyranids - Tj Lanigan 12th Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (35 ⚔, 1085 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); Warlord ; Wings; Electroshock Grubs												
Termagant Brood	30		3	3	3	3	1	4	1	6	6+	120
(C:T, pp. 42 & 96); Infantry ; Fleshborer (x30); Instinctive Behaviour (Lurk); Move Through Cover												
Tervigon	1		3	3	5	6	6	2	3	10	3+	200
(C:T, pp. 48 & 95); Monstrous Creature ; Scything Talons (x1); Brood Progenitor; Psyker (Mastery Level 1); Shadow in the Warp; Spawn Termagants; Synapse Creature; Synaptic Backlash; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; Cluster Spines												
Malanthrope Brood (IA)	1		3	3	5	5	4	5	3	10	3+	85
(IA4se, pg. 82); Infantry ; 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												
Dimacheron (IA)	1		8	3	6/7	6	6	6	5/6	10	3+	200
(IA4se, pg. 64); Monstrous Creature (Leaper) [IA4se, pg. 64] ; Sickle Claws; Grasping Talons; Thorax Spine-maw; Adrenal Glands; Instinctive Behaviour (Feed); Fleet; Furious Charge; Rampage												
Combined Arms Detachment	1	Grp: Detachment										0
: Hive Fleet Detachment (7 ⚔, 765 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); 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												
Hive Fleet Detachment	1	Grp: Detachment										0
Adapted Instincts												
Total Cost:											1850	

Option Footnotes

Weapons & Biomorphs	
Adrenal Glands	See C:T, pg. 67.
Cluster Spines	18"R, S5, AP-, Assault 1, Large Blast (C:T, pg. 64).
Electroshock Grubs	Template, S5, AP5, Assault 1, Haywire (C:T, pg. 64).
Fleshborer	12"R, S4, AP5, Assault 1 (C:T, pg. 64).

Grasping Talons	S User, AP2, Melee, Sickle Strike (IA4se, pg. 64).
Regeneration	See C:T, pg. 67.
Scything Talons	S User, AP6, Melee (C:T, pg. 63).
Sickle Claws	S User, AP2, Melee, Sickle Strike (IA4se, pg. 64).
Thorax Spine-maw	S+1, AP1, Melee, Instant Death, Digestion Spine (IA4se, pg. 64).
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.
Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
Adapted Instincts	
Brood Progenitor	See C:T, pg. 48.
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).
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).
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).
Rampage	Rampage (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).
Spawn Termagants	See C:T, pg. 48.
Spore Cloud	See C:T, pg. 47.
Synapse Creature	See C:T, pg. 38.
Synaptic Backlash	See C:T, pg. 48.
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).
Monstrous Creature	Monstrous Creature (see WH40k, pg. 67).
Monstrous Creature (Leaper) [IA4se, pg. 64]	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)