

1850 Pts - Tyranids - Tyler Larson 1st Overall Harvester of Souls 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: 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												
: Combined Arms Detachment (6 ⚔, 670 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												
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												
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												
Skyshield Landing Pad	1											75
(Stronghold Assault, pg. 33); Unusual ; Landing Pad Configuration												
Combined Arms Detachment	1	Grp: Detachment										0
: Combined Arms Detachment (44 ⚔, 412 pts)												
Magus (HQ) [GC]	1		4	4	3/5	3	2	4	2/3	9	3+	85
(C:GC, pg. 71); Infantry (Character); Autopistol; Force Stave; The Crouchling; Increase Mastery Level; Adamantium Will; Cult Ambush; Independent Character; Infiltrate; Psyker (Mastery Level 2); Return to the Shadows; Spiritual Leader; Unquestioning Loyalty; Biomancy; Broodmind; Telepathy												
<i>The Crouchling</i> [GC]	1											[20]
Acolyte Hybrids (Troops) [GC]	6		4	3	4	3	1	4	2/3	8	5+	58
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x4); Close Combat Weapon (x6); Rending Claws (x6); Hand Flamer (x2); Cult Ambush; Return to the Shadows												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Acolyte Hybrids (Troops) [GC]	6		4	3	4	3	1	4	2/3	8	5+	58
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x4); Close Combat Weapon (x6); Rending Claws (x6); Hand Flamer (x2); Cult Ambush; Return to the Shadows												
Acolyte Hybrids (Troops) [GC]	6		4	3	4	3	1	4	2/3	8	5+	58
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x4); Close Combat Weapon (x6); Rending Claws (x6); Hand Flamer (x2); Cult Ambush; Return to the Shadows												
Acolyte Hybrids (Troops) [GC]	6		4	3	4	3	1	4	2/3	8	5+	58
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x4); Close Combat Weapon (x6); Rending Claws (x6); Hand Flamer (x2); Cult Ambush; Return to the Shadows												
Neophyte Hybrids (Troops) [GC]	19		3	3	3	3	1	4	1	8	5+	95
(C:GC, pg. 75); Infantry ; Blasting Charges; Autopistol (x19); Shotgun (x19); Cult Ambush; Return to the Shadows												
Combined Arms Detachment [GC]	1	Grp: Detachment										0
Total Cost:											1847	

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.
Warlord Traits	
Warlord	See WH40k, pg. 124.
Relics	
The Crouchling	In close combat, a model accompanied by the Crouchling makes two additional Strength 4 AP - attacks with the Rending special rule. In addition, the bearer can generate one additional psychic power at the start of the game. The Crouchling is represented by a separate miniature that always remains as close as possible to its master. The model itself is purely decorative, and is ignored for game purposes - just move it to one side if it gets in the way. Remove the Crouchling once its master has been slain (see C:GC, pg. 101).
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Broodmind	0 - Mass Hypnosis, 1 - Psychic Stimulus, 2 - Psionic Blast, 3 - Might from Beyond, 4 - Mental Onslaught, 5 - Mind Control, 6 - Telepathic Summons (see C:GC, pg. 102).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
Adapted Instincts	
Cult Ambush	Units with this special rule that Infiltrate, or that arrive from Reserve or Ongoing Reserve, can choose to roll on the Cult Ambush table, instead of deploying or arriving from reserve normally. Unless otherwise specified, ambushing units move onto the table as described for other Reserve and cannot move any further during the Movement phase of the turn they deploy or arrive on the battlefield. Units cannot use the Cult Ambush special rule whilst they are embarked inside a vehicle (see C:GC, pg. 96).
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).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Landing Pad Configuration	A Skyshield Landing Pad has certain rules depending on its current configuration, shielded or unfurled, as described below. At the beginning of the Movement phase, before rolling for Reserves, a model in base contact with a Skyshield Landing Pad can change its configuration from shielded to unfurled (or vice versa). If there are models from both sides in base contact with the landing pad, its configuration cannot be changed. (See Stronghold Assault, pg. 19).
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 2)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Return to the Shadows	Instead of moving in your Movement phase, any unit with this special rule that is not within 6" of any enemy models, can be removed from the battlefield and placed onto Ongoing Reserve. a unit cannot Return to the shadows in the same turn it arrives from Reserves or Ongoing Reserves, and cannot do so whilst embarked in a vehicle (see C:GC, pg. 96).
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.
Spiritual Leader	Friendly units with the Genestealer Cult Faction that are within 12" of this model have the Adamantium Will special rule (see C:GC, pg. 71).
Synapse Creature	See C:T, pg. 38.
Unquestioning Loyalty	A model with this special rule automatically passes Look Out, Sir attempts, and can even make Look Out, Sir attempts when fighting in a challenge. (see C:GC, pg. 96).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Upgrades	
Increase Mastery Level	
Terrain Type	
Unusual	Unusual (See Stronghold Assault, pg. 33)
Unit Type	
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Autopistol	12" Range; S 3; AP -; Pistol.
Blasting Charges	Range 8"; S 3; AP -; Assault 1, Blast.
Close Combat Weapon	S User; AP - ; Melee.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Hand Flamer	Template; S 3; AP 6; Pistol.
Rending Claws	S User; AP 5; Melee, Rending.
Shotgun	12" Range; S 3; AP -; Assault 2.

Roster Design Information

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

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

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