

Dan Platt 2nd Overall Barrie Bash 2018

Outrider Detachment

Hive Fleet Jormungandr

(A unit with this adaptation (other than units that can FLY) always has the benefit of cover for the purposes of shooting attacks. If the unit Advances or charges, however, it loses the benefit of this adaptation until the start of your next Movement phase.)

Hive Tyrant, Wings, Two Devourers with Brainleech Worms, Monstrous Rending Claws, Adrenal Glands (189)

Hive Guard x 6, 6 Impaler Cannons (288)

Mucolid Spore (20)

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Mawloc, Prehensile Pincer Tail, Toxin Sacs (105)

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Supreme Command Detachment

Hive Fleet Leviathan

(Roll a D6 each time a unit with this adaptation loses a wound whilst it is within 6" of a friendly SYNAPSE unit from the same hive fleet. On a 6, the damage is ignored and the unit does not lose a wound. Ignore this adaptation on a unit that is currently affected by the Catalyst psychic power.)

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Battalion Detachment

Hive Fleet Kronos

(You can re-roll hit rolls of 1 for units with this adaptation in your Shooting phase if they did not move in the preceding Movement phase.)

Hive Tyrant, Wings, 2x Two Devourers with Brainleech Worms, Adrenal Glands (203) WARLORD: Soul Hunger

Hive Tyrant, Wings, 2x Two Devourers with Brainleech Worms (198)

Ripper Swarm (33)

Ripper Swarm (33)

Ripper Swarm (33)

Mucolid Spore (20)

Mawloc, Prehensile Pincer Tail, Toxin Sacs (105)