

Tyranid 1000 (Warhammer 40,000 8th Edition) [47 PL, 3CP, 998pts]

Patrol Detachment (Tyranids) [47 PL, 3CP, 998pts]

No Force Org Slot [3CP]

Battle-forged CP [3CP]
Categories: NO FORCE ORG SLOT

Hive Fleet
Selections: Leviathan
Categories: NO FORCE ORG SLOT
Abilities: *Hive Fleet Adaptations, Synaptic Imperative*

Abilities	Description	Ref
Hive Fleet Adaptations	If your army is Battle-forged, all units in Tyranids Detachments gain a Hive Fleet Adaptation, so long as every unit in that Detachment is from the same hive fleet. The Hive Fleet Adaptation gained depends upon the hive fleet they are from, as shown in the table.	Codex: Tyranids p116
Synaptic Imperative	Roll a D6 each time a unit with this adaption 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 adaption on a unit that is currently affected by the Catalyst psychic power.	Codex: Tyranids p117

Power: Smite
Categories: NO FORCE ORG SLOT
Psychic Power: *Smite*

Psychic Power	Warp Charge	Range	Details	Ref
Smite	5	18"	The closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	Warhammer 40,000 p178

HQ [9 PL, 173pts]

Hive Tyrant [9 PL, 173pts]

Selections: Lash Whip and Monstrous Bonesword [15pts], Monstrous Scything Talons [15pts], Power: Psychic Scream, Power: The Horror

Categories: FACTION: <HIVE FLEET>, FACTION: TYRANIDS, HQ, CHARACTER, MONSTER, PSYKER, HIVE TYRANT, SYNAPSE

Abilities: *Death Throes*, *Psychic Barrier*, *Shadow in the Warp*, *Synapse*, *The Will of the Hive Mind*, **Psychic Power:** *Psychic Scream*, *The Horror*, **Psyker:** *Hive Tyrant*, **Stat Damage - M, WS & BS:** *Hive Tyrant (1)*, *Hive Tyrant (2)*, *Hive Tyrant (3)*, **Unit:** *Hive Tyrant*, **Weapon:** *Lash Whip and Monstrous Bonesword*, *Monstrous Scything Talons*, *Prehensile Pincer Tail*

Abilities	Description	Ref
Death Throes	If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.	Codex: Tyranids
Psychic Barrier	A model with this ability has a 4+ invulnerable save.	Codex: Tyranids p85
Shadow in the Warp	Enemy PSYKERS must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSYKERS are not affected.	Codex: Tyranids p82
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82
The Will of the Hive Mind	The range of this model's Synapse ability is 18" rather than 12".	Codex: Tyranids p85

Psychic Power	Warp Charge	Range	Details	Ref
Psychic Scream	5	18"	The nearest enemy unit within 18" suffers D3 mortal wounds. In addition, if that unit is a PSYKER, roll two dice. If the result is higher than their Leadership characteristic, randomly select one of their psychic powers. They can no longer use that psychic power.	Codex: Tyranids p121
The Horror	6	24"	Select a unit within 24" that is visible to the psyker. Until the start of your next Psychic phase, that unit must subtract 1 from their hit rolls and Leadership characteristic.	Codex: Tyranids p121

Psyker	Cast	Deny	Powers Known	Other	Ref
Hive Tyrant	2	1	Smite + 2 Hive Mind	-	

Stat Damage - M, WS & BS	Remaining W	Movement	WS	BS	Ref
Hive Tyrant (1)	7-12+	9"	2+	3+	
Hive Tyrant (2)	4-6	7"	3+	3+	
Hive Tyrant (3)	1-3	5"	4+	4+	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hive Tyrant	*	*	*	6	7	12	4	10	3+/4++	Codex: Tyranids p85

Weapon	Range	Type	S	AP	D	Abilities	Ref
Lash Whip and Monstrous Bonesword	Melee	Melee	User	-2	3	If the bearer is slain in the Fight phase before it makes its attacks, leave it where it is. When its unit is chosen to fight in that phase, the bearer can do so as normal before being removed from the battlefield.	Codex: Tyranids p111
Monstrous Scything Talons	Melee	Melee	User	-3	3	You can re-roll hit rolls of 1 when attacking with this weapon. If the bearer has more than one pair of monstrous scything talons, it can make 1 additional attack with this weapon each time it fights.	Codex: Tyranids p111
Prehensile Pincer Tail	Melee	Melee	User	0	D3	Each time the bearer fights, make one (and only one) attack with this weapon. This is in addition to the bearer's attacks.	Codex: Tyranids p111

Troops [23 PL, 564pts]

Hormagaunts [9 PL, 240pts]

Categories: FACTION: <HIVE FLEET>, FACTION: TYRANIDS, TROOPS, INFANTRY

Abilities: *Bounding Leap, Hungering Swarm, Instinctive Behaviour*

30x Hormagaunt [240pts]

Selections: 30x Adrenal Glands [30pts], 30x Toxin Sacs [60pts]

Abilities: *Adrenal Glands, Toxin Sacs*, **Unit:** *Hormagaunt*, **Weapon:** *Scything Talons*

Abilities	Description	Ref
Adrenal Glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.	Codex: Tyranids p113
Bounding Leap	Whenever this unit piles in and consolidates, it can move up to 6".	Codex: Tyranids p90
Hungering Swarm	If this unit contains 20 or more models, you can re-roll wound rolls of 1 when it fights.	Codex: Tyranids p90
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.	Codex: Tyranids p82
Toxin Sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.	Codex: Tyranids p113

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	Codex: Tyranids p90

Weapon	Range	Type	S	AP	D	Abilities	Ref
Scything Talons	Melee	Melee	User	0	1	You can re-roll hit rolls of 1 when attacking with this weapon. If the bearer has more than one pair of scything talons, it can make 1 additional attack with this weapon each time it fights.	Codex: Tyranids p111

Termagants [9 PL, 240pts]

Categories: FACTION: <HIVE FLEET>, FACTION: TYRANIDS, INFANTRY, TROOPS

Abilities: *Hail of Living Ammunition, Instinctive Behaviour*

30x Termagant (Devourer) [240pts]

Selections: 30x Devourer [120pts]

Unit: *Termagant*, **Weapon:** *Devourer*

Abilities	Description	Ref
Hail of Living Ammunition	If this unit contains 20 or more models, you can re-roll wound rolls of 1 when it shoots.	Codex: Tyranids p90
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.	Codex: Tyranids p82

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Termagant	6"	4+	4+	3	3	1	1	5	6+	Codex: Tyranids p90

Weapon	Range	Type	S	AP	D	Abilities	Ref
Devourer	18"	Assault	3	4	0	1 -	Codex: Tyranids p112

Tyranid Warriors [5 PL, 84pts]

Categories: FACTION: <HIVE FLEET>, FACTION: TYRANIDS, TROOPS, SYNAPSE, INFANTRY

Abilities: *Shadow in the Warp, Synapse*

Tyranid Warrior [28pts]

Selections: Devourer [4pts], Flesh Hooks [2pts], Lash Whip and Bonesword [2pts]

Unit: *Tyranid Warrior*, **Weapon:** *Devourer, Flesh Hooks, Lash Whip and Bonesword*

Tyranid Warrior [28pts]

Selections: Devourer [4pts], Flesh Hooks [2pts], Lash Whip and Bonesword [2pts]

Unit: *Tyranid Warrior*, **Weapon:** *Devourer, Flesh Hooks, Lash Whip and Bonesword*

Tyranid Warrior [28pts]

Selections: Devourer [4pts], Flesh Hooks [2pts], Lash Whip and Bonesword [2pts]

Unit: *Tyranid Warrior*, **Weapon:** *Devourer, Flesh Hooks, Lash Whip and Bonesword*

Abilities	Description	Ref
Shadow in the Warp	Enemy PSKYERS must subtract 1 from any Psychic tests they make if they are within 18" of any units with this ability. TYRANID PSYKERS are not affected.	Codex: Tyranids p82
Synapse	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tyranid Warrior	6"	3+	4+	4	4	3	3	9	4+	Codex: Tyranids p89

Weapon	Range	Type	S	AP	D	Abilities	Ref
Devourer	18"	Assault 3	4	0	1	-	Codex: Tyranids p112
Flesh Hooks	6"	Assault 2	User	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.	Codex: Tyranids p112
Lash Whip and Bonesword	Melee	Melee	User	-2	1	If the bearer is slain in the Fight phase before it makes it attacks, leave it where it is. When its unit is chosen to fight in that phase, the bearer can do so as normal before being removed from the battlefield.	Codex: Tyranids p111

Fast Attack [9 PL, 132pts]

Gargoyles [9 PL, 132pts]

Selections: 22x Gargoyle [132pts]

Categories: FACTION: <HIVE FLEET>, FACTION: TYRANIDS, FAST ATTACK, FLY, INFANTRY

Abilities: *Hail of Living Ammunition, Instinctive Behaviour, Swooping Assault*

Abilities	Description	Ref
Hail of Living Ammunition	If this unit contains 20 or more models, you can re-roll wound rolls of 1 when it shoots.	Codex: Tyranids p90
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.	Codex: Tyranids p82
Swooping Assault	During deployment you can set this unit up clinging to an ariborne Harridan instead of placing them on the battlefield. At the end of any of your Movemnt phases this unit can swoop down from above - set them up anywhere that is more that 9" away from any enemy models.	Codex: Tyranids p97

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Gargoyle	12"	4+	4+	3	3	1	1	5	6+	Codex: Tyranids p97

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blinding Venom	Melee	Melee	3	0	1	If any unit suffers any unsaved wounds from this weapon, your opponent must subtract 1 from hit rolls for that unit until the end of the turn.	Codex: Tyranids p111
Fleshborer	12"	Assault 1	4	0	1	-	Codex: Tyranids p112

Heavy Support [6 PL, 129pts]

Carnifexes [6 PL, 129pts]

Categories: FACTION: <HIVE FLEET>, FACTION: TYRANIDS, CARNIFEX, MONSTER, HEAVY SUPPORT

Abilities: *Instinctive Behaviour, Living Battering Ram, Monstrous Brood*

Carnifex [129pts]

Selections: Adrenal Glands [5pts], Chitin Thorns [5pts], Enhanced Senses [10pts], Monstrous Scything Talons [14pts], Spore Cysts [10pts], Toxin Sacs [4pts], Two Deathspitters with Slimer Maggots [14pts]

Abilities: *Adrenal Glands, Chitin Thorns, Enhanced Senses, Spore Cysts, Toxin Sacs*, **Unit:** *Carnifex (Enhanced Senses)*, **Weapon:** *Deathspitter with Slimer Maggots, Monstrous Scything Talons*

Abilities	Description	Ref
Adrenal Glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.	Codex: Tyranids p113
Chitin Thorns	At the end of the Fight phase, roll a D6 for each enemy unit within 1" of any models with chitin thorns. On a 6, that unit suffers a mortal wound.	Codex: Tyranids p102
Enhanced Senses	A Carnifex with enhanced senses has a Ballistic Skill characteristic of 3+.	Codex: Tyranids p102
Instinctive Behaviour	Unless a <HIVE FLEET> unit with this ability is within 24" of any friendly <HIVE FLEET> Synapse unit, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy unit, and you must subtract 2 from its charge roll if it declares a charge against any unit other than the nearest enemy unit.	Codex: Tyranids p82
Living Battering Ram	When a Carnifex finishes a charge move, roll a dice; on a 4+ one enemy unit with 1" suffers a mortal wound. In addition, add 1 to all hit rolls in the Fight phase for a Carnifex that charged in the same turn.	Codex: Tyranids p102
Monstrous Brood	The first time this unit is set up on the battlefield, all of its models must be placed within 6" of at least one other model in their unit. From that point onwards, each operates independently and is treated as a separate unit.	Codex: Tyranids p102
Spore Cysts	Your opponent must subtract 1 from their hit rolls for all ranged attacks that target a model with spore cysts. This is not cumulative with the penalties to hit rolls incurred from the Shrouding Spores ability.	Codex: Tyranids p102
Toxin Sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.	Codex: Tyranids p113

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Carnifex (Enhanced Senses)	7"	4+	3+	6	7	8	4	6	3+	Codex: Tyranids p102

Weapon	Range	Type	S	AP	D	Abilities	Ref
Deathspitter with Slimer Maggots	24"	Assault 3	7	-1	1	-	Codex: Tyranids p112
Monstrous Scything Talons	Melee	Melee	User	-3	3	You can re-roll hit rolls of 1 when attacking with this weapon. If the bearer has more than one pair of monstrous scything talons, it can make 1 additional attack with this weapon each time it fights.	Codex: Tyranids p111