











1500 Pts - Tyranids - Tyranids-1500-Nidzilla

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Tervigon (1⁺, 185 pts)													
	Tervigon	1		3	3	5	6	6	1	3	10	3+	185
Unit Type: Monstrous Creature; Bonded Exoskeleton; Claws & Teeth; Stinger Salvo; Synapse Creature; Brood Progenitor; Psyker; Shadow in the Warp; Spawn Termagants; Toxin Sacs; Dominion; Catalyst													
HQ: Tervigon (1⁺, 185 pts)													
	Tervigon	1		3	3	5	6	6	1	3	10	3+	185
Unit Type: Monstrous Creature; Bonded Exoskeleton; Claws & Teeth; Stinger Salvo; Synapse Creature; Brood Progenitor; Psyker; Shadow in the Warp; Spawn Termagants; Toxin Sacs; Dominion; Catalyst													
Troops: Tervigon (1⁺, 190 pts)													
	Tervigon	1		3	3	5	6	6	1	3	10	3+	190
Unit Type: Monstrous Creature; Bonded Exoskeleton; Claws & Teeth; Stinger Salvo; Synapse Creature; Brood Progenitor; Psyker; Shadow in the Warp; Spawn Termagants; Dominion; Catalyst; Onslaught													
Troops: Termagant Brood (10⁺, 50 pts)													
	Termagant Brood	10		3	3	3	3	1	4	1	6	6+	50
Unit Type: Infantry; Chitin; Claws & Teeth; Fleshborer; Instinctive Behaviour - Lurk; Move Through Cover													
Elite: Hive Guard Brood (3⁺, 150 pts)													
	Hive Guard Brood	3		4	4	5	6	2	2	2	7	4+	150
Unit Type: Infantry; Claws & Teeth; Hardened Carapace; Impaler Cannon; Instinctive Behaviour - Lurk													
Elite: Venomthrope (1⁺, 55 pts)													
	Venomthrope	1		3	4	4	4	2	3	2	6	5+	55
Unit Type: Infantry; Lash Whips; Reinforced Chitin; Toxic Miasma; Instinctive Behaviour - Feed; Spore Cloud; Toxic Touch													
Elite: Venomthrope (1⁺, 55 pts)													
	Venomthrope	1		3	4	4	4	2	3	2	6	5+	55
Unit Type: Infantry; Lash Whips; Reinforced Chitin; Toxic Miasma; Instinctive Behaviour - Feed; Spore Cloud; Toxic Touch													
Heavy Support: Trygon (1⁺, 210 pts)													
	Trygon	1		5	3	6	6	6	4	6	8	3+	210
Unit Type: Monstrous Creature; 2x Scything Talons; Bio-electric Pulse; Bonded Exoskeleton; Instinctive Behaviour - Feed; Deep Strike; Fearless; Fleet; Subterranean Assault; Adrenal Glands													
Heavy Support: Trygon (1⁺, 210 pts)													
	Trygon	1		5	3	6	6	6	4	6	8	3+	210
Unit Type: Monstrous Creature; 2x Scything Talons; Bio-electric Pulse; Bonded Exoskeleton; Instinctive Behaviour - Feed; Deep Strike; Fearless; Fleet; Subterranean Assault; Adrenal Glands													
Heavy Support: Trygon (1⁺, 210 pts)													
	Trygon	1		5	3	6	6	6	4	6	8	3+	210
Unit Type: Monstrous Creature; 2x Scything Talons; Bio-electric Pulse; Bonded Exoskeleton; Instinctive Behaviour - Feed; Deep Strike; Fearless; Fleet; Subterranean Assault; Adrenal Glands													
												Total Cost:	1500

Option Footnotes

Weapons & Biomorphs	
2x Scything Talons	Re-roll 1's to hit or all misses for two sets (C:T, pg. 33).
Adrenal Glands	Unit gains Furious Charge (C:T, pg. 84 & BRB, pg. 75).
Bio-electric Pulse	12"R, S5, AP5, Assault 6 (C:T, pg. 50).
Fleshborer	12"R, S4, AP5, Assault 1 (C:T, pg. 81).
Impaler Cannon	24"R, S8, AP4, Assault 2*. *No LOS (C:T, pg. 47).

Lash Whips	Enemies in B2B are I1 (C:T, pg 83).
Stinger Salvo	18"R, S5, AP4, Assault 4 (C:T, pg. 82).
Toxic Miasma	Non-vehicles in B2B must take a T test or be wounded (C:T, pg 84).
Toxin Sacs	Unit gains Poison (4+) (C:T, pg. 84 & BRB, pg. 42).
Psychic Powers	
Catalyst	Movement phase, 12"R, single friendly unit gains Feel No Pain(C:T, pg. 62 & BRB, pg. 75).
Dominion	Start of turn, Synapse Range becomes 18" (C:T, pg. 62).
Onslaught	Psychic Shooting Attack: 12"R, single friendly unit may run and shoot (C:T, pg. 62).
Special Rules	
Brood Progenitor	Termagants within 6" use the Tervigon's Ld and more (C:T, pg. 52).
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Instinctive Behaviour - Feed	If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76).
Instinctive Behaviour - Lurk	If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33).
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
Psyker	Psykers can use one psychic power per player turn (WH40K, pg. 50).
Shadow in the Warp	Enemy psykers test Ld on 3D6 (C:T, pg. 33).
Spawn Termagants	Makes new units of 3D6 Termagants within 6" (C:T, pg. 52).
Spore Cloud	Defensive grenades, 5+ cover saves within 6" and more (C:T, pg 45).
Subterranean Assault	The model deep strikes safely and leaves a hole (C:T, pg. 50).
Synapse Creature	Synapse Range 12" (C:T, pg. 33).
Toxic Touch	CC attacks are Poison (2+) (C:T, pg 45 & BRB, pg. 42).
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Monstrous Creature	Unit Type: Monstrous Creature (p.51 WH40k) 1) Have Move Through Cover (p. 75 WH40k) 2) Fire two weapons per turn and have Relentless (p. 76 WH40k). 3) Close combat wounds ignore Armour Saves. 4) Armour penetration 2D6+Str

Roster Design Information

Units with Instinctive Behavior outside synapse range and not in CC, gone to ground or falling back must take a Ld test (C:T, pg. 33).

Synapse Creatures (C:T, pg. 33)

Shadow in the Warp (C:T, pg. 33)

Instinctive Behavior (C:T, pg. 33)

Validation Report

c-1. File Version: 1.44 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission; Hive Selection: Standard Roster

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 17.3

% Fast: 0

% Heavy: 42






% HQ: 24.7

Model Count: 21

% Troops: 16

% Wargear: 0

Files version: 1.44

Group	Min	Max	Used
	1	2	2
	0	3	3
	2	6	2
	0	3	0
	0	3	3