1500 Pts - Tyranids - Tyranids-1500-Nidzilla

	1000 1 6	<u> </u>							ĭ	1			
_	Name	# G	irp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
HQ: Tervigon (1 [‡] , 185 pt			6-20 ·										
	Tervigon		8	3	3	5	6	6	1	3	10	3+	185
			-									Stinger S	
		Synapse Sacs; D				rogenito	or; Psyk	er; Snao	low in t	ne war _l); Spaw	n Terma	agants; Tox
110- T	4_1	Bacs, D	OIIIIIII	ion, Ca	maryst								
HQ: Tervigon (1 [‡] , 185 pt	Tervigon	1 6	8	3	3	5	6	6	1	3	10	3+	185
	rervigeri								ton: Cla	_		Stinger S	
													agants; Tox
		Sacs; D											
Troops: Tervigon (1 [‡] , 19	90 pts)												
Tervigon		1 [3	3	5	6	6	1	3	10	3+	190
												Stinger S	
							or; Psyk	er; Shad	low in t	he Warı	o; Spaw	n Terma	igants;
		Dominio	on; Ca	atalyst	; Onslau	ıght							
Troops: Termagant Broo													
Terma	agant Brood		D	3	3	3	3	1 1	4	1	6	6+	50
		Unit Ty Through			i; Chitin	ı; Claw	s & Tee	eth; Fles	hborer;	Instinct	ive Beh	aviour -	Lurk; Mo
	40	· · · · · · · · · · · · · · · · · · ·	1 COV	ei									
Elite: Hive Guard Brood	(3^, 150 pts Guard Brood			4	4	5	6	2	2	2	7	4+	150
nive G	ualu bioou	_		•								on; Insti	
		Behavio		-	, Claws	, & 166	лп, 11aп	delled C	arapace	, impaic	1 Callin	Jii, iiisti	neuve
Elite: Venomthrope (1 [‡] ,	55 ntcl	120114110											
	enomthrope	1 0		3	4	4	4	2	3	2	6	5+	55
•	21.01.1.1.1.0												Behaviour
		Feed; S											
Elite: Venomthrope (1 [‡] ,	55 pts)												
	enomthrope	1 0		3	4	4	4	2	3	2	6	5+	55
		Unit Ty	ype: I	nfantry	; Lash	Whips;	Reinfor	rced Chi	tin; Tox	ic Mias	ma; Ins	stinctive	Behaviour
		Feed; S	pore (Cloud;	Toxic '	Touch							
Heavy Support: Trygon	(1 [‡] , 210 pts)											
	Trygon	1 8	8	5	3	6	6	6	4	6	8	3+	210
												Bonded	
		1				haviour	· - Feed	; Deep	Strike; I	Fearless:	; Fleet;	Subterra	nean
	- 1	Assault;	; Adre	enai G	iands								
Heavy Support: Trygon			29						4				040
	Trygon			5	3	6	6	6	4	6	Bulan.	3+	210
												Bonded Subterra	
		Assault;				navioui	- I ccu	, Deep	ourke, i	carress	, I icci,	Bubicita	nean
Heavy Support: Trygon ((1克 210 nts		<u> </u>										
Ticary Support. Trygon	Trygon	1 8	23	5	3	6	6	6	4	6	8	3+	210
	75	Unit Ty	vpe: N		1	ature; 2	x Scyth	ing Talo	ns; Bio	-electric	Pulse;	Bonded	
												Subterra	
		Assault;	; Adre	enal G	lands								
											Total	l Cost:	1500
Option Footnotes													
	11 41 4	•			ons & I								
	e-roll 1's to h												
Adrenal Glands U	nit gains Furi	ious Cha	arge (∪: I, p	ig. 84 &	. BKB,	pg. /5).						

12"R, S5, AP5, Assault 6 (C:T, pg. 50).

12"R, S4, AP5, Assault 1 (C:T, pg. 81).

24"R, S8, AP4, Assault 2*. *No LOS (C:T, pg. 47).

Bio-electric Pulse

Impaler Cannon

Fleshborer

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 Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33). Lurk May Through Gauss. Pall on additional D6 when maying through again again, (c75 WH40K 5E)	Lash Whips	Enemies in B2B are I1 (C:T, pg 83).					
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 Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33). Lurk	Stinger Salvo	18"R, S5, AP4, Assault 4 (C:T, pg. 82).					
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 - If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76). Lurk If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33).	Toxic Miasma						
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 - If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76). Lurk If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33).	Toxin Sacs	Unit gains Poison (4+) (C:T, pg. 84 & BRB, pg. 42).					
Dominion Start of turn, Synapse Range becomes 18" (C:T, pg. 62). 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 Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33). Lurk							
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 - If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76). Feed Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33).	Catalyst	Movement phase, 12"R, single friendly unit gains Feel No Pain(C:T, pg. 62 & BRB, pg. 75).					
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 - If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76). Feed Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33).	Dominion						
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 - If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76). Feed Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33).	Onslaught						
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 Instinctive Behaviour - Lurk Unit may arrive by Deep Strike (BRB, pg. 95). Automatically pass all morale tests, conditions apply (p75 WH40K 5E) If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76). If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33).	Special Rules						
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 - If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76). Feed Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33). Lurk	Brood Progenitor	d Progenitor Termagants within 6" use the Tervigon's Ld and more (C:T, pg. 52).					
Fleet May assault in the same turn as running, conditions apply (p75 WH40K 5E) Instinctive Behaviour - If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76). Feed Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33). Lurk	Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).					
Instinctive Behaviour - If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76). Feed Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33). Lurk	Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)					
Feed Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33). Lurk	Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)					
Instinctive Behaviour - If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33). Lurk	Instinctive Behaviour -	If an IB test is failed, the unit suffers Rage (C:T, pg. 33 & BRB, pg. 76).					
Lurk	Feed						
	Instinctive Behaviour -	If an IB test is failed, the unit either shoots, runs or hides (C:T, pg. 33).					
Mayor Through Cover Doll on additional D6 when maying through seven conditions apply (n75 WII40V 55)	Lurk						
whove Through Cover Kon an additional Do when moving through cover, conditions apply (p/5 WH40K 5E)	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).	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).	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).	Spawn Termagants						
Spore Cloud Defensive grenades, 5+ cover saves within 6" and more (C:T, pg 45).	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).	Subterranean Assault	The model deep strikes safely and leaves a hole (C:T, pg. 50).					
Synapse Creature Synapse Range 12" (C:T, pg. 33).	Synapse Creature	Synapse Range 12" (C:T, pg. 33).					
Toxic Touch CC attacks are Poison (2+) (C:T, pg 45 & BRB, pg. 42).	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: Infantry	Unit Type: Infantry (p.54 WH40k)					
Unit Type: Monstrous Unit Type: Monstrous Creature (p.51 WH40k)	Unit Type: Monstrous	Unit Type: Monstrous Creature (p.51 WH40k)					
Creature 1) Have Move Through Cover (p. 75 WH40k)	Creature						
2) Fire two weapons per turn and have Relentless (p. 76 WH40k).							
3) Close combat wounds ignore Armour Saves.		3) Close combat wounds ignore Armour Saves.					
4) Armour penetration 2D6+Str		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
CC CC	1	2	2
	0	3	3
D	2	6	2
8	0	3	0
2	0	3	3