






500 Pts - Tyranids - 500 Pt Tyranid Battleforce Army

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Tyranid Prime (1⁺, 105 pts)												
Tyranid Prime	1		6	4	5	5	3	5	4	10	3+	105
Unit Type: Infantry; Bonded Exoskeleton; Devourer; Synapse Creature; Alpha Warrior; Independent Character; Shadow in the Warp; Rending Claws; Adrenal Glands; Regeneration												
HQ: Tyranid Prime (1⁺, 105 pts)												
Tyranid Prime	1		6	4	5	5	3	5	4	10	3+	105
Unit Type: Infantry; Bonded Exoskeleton; Scything Talons; Synapse Creature; Alpha Warrior; Independent Character; Shadow in the Warp; Deathspitter; Adrenal Glands; Regeneration												
Troops: Hormagaunt Brood (12⁺, 96 pts)												
Hormagaunt Brood	12		3	3	3	3	1	5	2	6	6+	96
Unit Type: Infantry; Chitin; Scything Talons; Instinctive Behaviour - Feed; Bounding Leap; Fleet; Move Through Cover; Adrenal Glands												
Troops: Termagant Brood (16⁺, 80 pts)												
Termagant Brood	16		3	3	3	3	1	4	1	6	6+	80
Unit Type: Infantry; Chitin; Claws & Teeth; Fleshborer; Instinctive Behaviour - Lurk; Move Through Cover												
Troops: Genestealer Brood (8⁺, 112 pts)												
Genestealer Brood	8		6	0	4	4	1	6	2	10	5+	112
Unit Type: Infantry; Reinforced Chitin; Rending Claws; Brood Telepathy; Fleet; Infiltrate; Move Through Cover												
Total Cost:											498	

Option Footnotes

Weapons & Biomorphs	
Adrenal Glands	Unit gains Furious Charge (C:T, pg. 84 & BRB, pg. 75).
Deathspitter	18"R, S5, AP5, Assault 3 (C:T, pg. 81).
Devourer	18"R, S4, AP-, Assault 3*. *Wounds reduce subsequent Morale Check (C:T, pg. 81).
Fleshborer	12"R, S4, AP5, Assault 1 (C:T, pg. 81).
Regeneration	Each friendly turn, regain a lost wound on a 6 (C:T, pg. 84).
Rending Claws	Model gains rending (C:T, pg 83 & BRB, pg. 31).
Scything Talons	Re-roll 1's to hit or all misses for two sets (C:T, pg. 33).
Special Rules	
Alpha Warrior	A joined Tyranid Warrior unit uses the Prime's WS & BS (C:T, pg. 36).
Bounding Leap	Roll 3D6 when running (C:T, pg. 38).
Brood Telepathy	Immune to IB (C:T, pg. 40).
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Independent Character	(See WH40k, pg. 50.)
Infiltrate	Deploy last within 12" or 18", 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)
Shadow in the Warp	Enemy psykers test Ld on 3D6 (C:T, pg. 33).
Synapse Creature	Synapse Range 12" (C:T, pg. 33).
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)