







## ! Unlimited Pts - Tyranids - Hive Fleet Spellscape

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Tyranid Tunnel Swarm (30<sup>+</sup>, 770 pts)</b>												
Tyranid Tunnel Swarm	1	Grp: Formation										770
Vanguard Hunters; Hormagaunt-infested Tunnels; (WD361, pg. 48)												
Lictor Brood	1		6	3	6	4	3	6	3	10	5+	[65]
<b>Unit Type:</b> Infantry; Chameleonic Skin; Flesh Hooks; Reinforced Chitin; Rending Claws; Scything Talons; Instinctive Behaviour - Lurk; Fleet; Hit & Run; Move Through Cover; Pheromone Trail; Stealth												
Hormagaunt Brood	28		3	3	3	3	1	5	2	6	6+	[280]
<b>Unit Type:</b> Infantry; Chitin; Scything Talons; Instinctive Behaviour - Feed; Bounding Leap; Fleet; Move Through Cover; Adrenal Glands; Toxin Sacs												
Trygon Prime	1		5	3	6	6	6	4	6	10	3+	[275]
<b>Unit Type:</b> Monstrous Creature; Bonded Exoskeleton; Scything Talons (x2); Bio-electric Pulse w/Containment Spines; Deep Strike; Fearless; Fleet; Subterranean Assault; Synapse Creature; Shadow in the Warp; Adrenal Glands; Regeneration												
<b>Formation: Hive Mind Brood (7<sup>+</sup>, 775 pts)</b>												
Hive Mind Brood	1	Grp: Formation										775
The Shadow Draws Near (p151); The Terror (p151); (Apoc, pg. 151)												
Hive Tyrant	1		8	3	6	6	4	5	4	10	2+	[355]
<b>Unit Type:</b> Monstrous Creature; Bonded Exoskeleton; Synapse Creature; Psyker; Shadow in the Warp; Lash Whip & Bonesword (x1); Heavy Venom Cannon; Hive Commander; Indescribable Horror; Old Adversary; Adrenal Glands; Implant Attack; Regeneration; Armoured Shell; Leech Essence; Paroxysm												
Tyrant Guard	1		5	3	5	6	2	4	3	7	3+	[65]
<b>Unit Type:</b> Infantry; Bonded Exoskeleton; Rending Claws; Instinctive Behaviour - Feed; Blind Rampage; Shieldwall; Lash Whip												
Tyrant Guard	1		5	3	5	6	2	4	3	7	3+	[65]
<b>Unit Type:</b> Infantry; Bonded Exoskeleton; Rending Claws; Instinctive Behaviour - Feed; Blind Rampage; Shieldwall; Lash Whip												
Tyrant Guard	1		5	3	5	6	2	4	3	7	3+	[60]
<b>Unit Type:</b> Infantry; Bonded Exoskeleton; Rending Claws; Scything Talons; Instinctive Behaviour - Feed; Blind Rampage; Shieldwall												
Zoanthrope Brood	3		3	4	4	4	2	3	1	10	5+/3	[180]
<b>Unit Type:</b> Infantry; Claws & Teeth; Reinforced Chitin; Synapse Creature; Psyker; Shadow in the Warp; Warp Field; Warp Blast; Warp Lance												
<b>HQ: The Swarmlord (1<sup>+</sup>, 280 pts)</b>												
The Swarmlord	1		9	3	6	6	5	6	4	10	3+	280
<b>Unit Type:</b> Monstrous Creature; Bonded Exoskeleton; Bonesabres; Synapse Creature; Alien Cunning; Blade Parry; Psychic Monstrosity; Psyker; Shadow in the Warp; Swarm Leader; Leech Essence; Paroxysm; Psychic Scream; The Horror												
<b>HQ: Hive Tyrant (1<sup>+</sup>, 340 pts)</b>												
Hive Tyrant	1		8	3	6	6	4	5	4	10	3+	340
<b>Unit Type:</b> Monstrous Creature; Bonded Exoskeleton; Synapse Creature; Psyker; Shadow in the Warp; Scything Talons (x2); Indescribable Horror; Old Adversary; Adrenal Glands; Implant Attack; Regeneration; Toxic Miasma; Wings; Leech Essence; Paroxysm												
<b>HQ: Hive Tyrant (1<sup>+</sup>, 360 pts)</b>												
Hive Tyrant	1		8	3	6	6	4	5	4	10	2+	360
<b>Unit Type:</b> Monstrous Creature; Bonded Exoskeleton; Synapse Creature; Psyker; Shadow in the Warp; TL Devourer w/Brainleech Worms (x2); Hive Commander; Indescribable Horror; Old Adversary; Adrenal Glands; Regeneration; Toxic Miasma; Armoured Shell; Leech Essence; Paroxysm												
<b>HQ: Tyranid Prime (1<sup>+</sup>, 105 pts)</b>												
Tyranid Prime	1		6	4	5	5	3	5	4	10	3+	105
<b>Unit Type:</b> Infantry; Bonded Exoskeleton; Scything Talons; Synapse Creature; Alpha Warrior; Independent Character; Shadow in the Warp; Deathspitter; Adrenal Glands; Regeneration												
<b>HQ: Tyranid Prime (1<sup>+</sup>, 115 pts)</b>												
Tyranid Prime	1		6	4	5	5	3	5	4	10	3+	115
<b>Unit Type:</b> Infantry; Bonded Exoskeleton; Synapse Creature; Alpha Warrior; Independent Character; Shadow in the Warp; Lash Whip & Bonesword; Rending Claws; Adrenal Glands; Regeneration												
<b>Fast Attack: Gargoyle Brood (12<sup>+</sup>, 72 pts)</b>												
Gargoyle Brood	12		3	3	3	3	1	4	1	6	6+	72
<b>Unit Type:</b> Jump Infantry; Blinding Venom; Chitin; Claws & Teeth; Fleshborer; Wings; Instinctive Behaviour - Lurk												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Fast Attack: Ravener Brood (3<sup>+</sup>, 105 pts)</b>												
Ravener Brood	3		5	3	4	4	3	5	4	6	5+	105
Unit Type: Beasts; Reinforced Chitin; Scything Talons (x1); Instinctive Behaviour - Feed; Acute Senses; Deep Strike; Move Through Cover; Rending Claws												
<b>Elite: Deathleaper (1<sup>+</sup>, 140 pts)</b>												
Deathleaper	1		9	3	6	4	3	7	4	10	5+	140
Unit Type: Infantry; Chameleonic Skin; Flesh Hooks; Reinforced Chitin; Rending Claws; Scything Talons; Instinctive Behaviour - Lurk; Fearless; Fleet; Hit & Run; It's after me!; Killing Strike; Move Through Cover; Pheromone Trail; Stealth; What was that?; Where is it?; Where'd it go?												
<b>Elite: The Doom of Malan'tai (1<sup>+</sup>, 90 pts)</b>												
The Doom of Malan'tai	1		4	4	X	4	4	4	3	10	5+/3	90
Unit Type: Infantry; Claws & Teeth; Reinforced Chitin; Instinctive Behaviour - Feed; Absorb Life; Fearless; Psychic Strength; Psyker; Shadow in the Warp; Spirit Leech; Warp Field; Cataclysm												
<b>Troops: Ripper Swarm Brood (6<sup>+</sup>, 96 pts)</b>												
Ripper Swarm Brood	6		2	2	3	3	3	2	4	5	6+	96
Unit Type: Infantry; Chitin; Claws & Teeth; Instinctive Behaviour - Feed; Fearless; Mindless; Swarms; Tunnel Swarm; Toxin Sacs												
<b>Troops: Ripper Swarm Brood (6<sup>+</sup>, 96 pts)</b>												
Ripper Swarm Brood	6		2	2	3	3	3	2	4	5	6+	96
Unit Type: Infantry; Chitin; Claws & Teeth; Instinctive Behaviour - Feed; Fearless; Mindless; Swarms; Tunnel Swarm; Toxin Sacs												
<b>Troops: Tervigon (1<sup>+</sup>, 245 pts)</b>												
Tervigon	1		3	3	5	6	6	1	3	10	3+	245
Unit Type: Monstrous Creature; Bonded Exoskeleton; Claws & Teeth; Synapse Creature; Brood Progenitor; Psyker; Shadow in the Warp; Spawn Termagants; Scything Talons; Cluster Spines; Adrenal Glands; Regeneration; Toxin Sacs; Dominion; Catalyst; Onslaught												
<b>Heavy Support: Biovore (1<sup>+</sup>, 45 pts)</b>												
Biovore	1		3	3	4	4	2	1	1	6	4+	45
Unit Type: Infantry; Claws & Teeth; Hardened Carapace; Spore Mine Launcher; Instinctive Behaviour - Lurk												
Spore Mine Cluster	0		-	-	1	1	1	1	-	1	-	[0]
Unit Type: Infantry; Spore Mine; Living Bomb												
<b>Heavy Support: Carnifex (1<sup>+</sup>, 245 pts)</b>												
Carnifex	1		3	3	9	6	4	1	4	7	3+	245
Unit Type: Monstrous Creature; Bonded Exoskeleton; Instinctive Behaviour - Feed; Fearless; Living Battering Ram; TL Devourer w/Brainleech Worms (x2); Adrenal Glands; Bio-plasma; Regeneration												
<b>Heavy Support: Carnifex (1<sup>+</sup>, 235 pts)</b>												
Carnifex	1		3	3	9	6	4	1	4	7	3+	235
Unit Type: Monstrous Creature; Bonded Exoskeleton; Scything Talons (x1); Instinctive Behaviour - Feed; Fearless; Living Battering Ram; Stranglethorn Cannon; Adrenal Glands; Bio-plasma; Regeneration												
<b>Heavy Support: Carnifex (1<sup>+</sup>, 235 pts)</b>												
Carnifex	1		3	3	9	6	4	1	4	7	3+	235
Unit Type: Monstrous Creature; Bonded Exoskeleton; Scything Talons (x1); Instinctive Behaviour - Feed; Fearless; Living Battering Ram; Stranglethorn Cannon; Adrenal Glands; Bio-plasma; Regeneration												
<b>Heavy Support: Carnifex (1<sup>+</sup>, 245 pts)</b>												
Carnifex	1		3	3	9	6	4	1	4	7	3+	245
Unit Type: Monstrous Creature; Bonded Exoskeleton; Instinctive Behaviour - Feed; Fearless; Living Battering Ram; TL Devourer w/Brainleech Worms (x1); Heavy Venom Cannon; Bio-plasma; Regeneration												
<b>Heavy Support: Old One Eye (1<sup>+</sup>, 260 pts)</b>												
Old One Eye	1		3	3	10	6	4	1	4+D3	8	3+	260
Unit Type: Monstrous Creature; Bonded Exoskeleton; Crushing Claws; Scything Talons (x1); Instinctive Behaviour - Feed; Alpha Leader; Berserk Rampage; Fearless; Living Battering Ram; Rapid Regeneration												
<b>Heavy Support: Carnifex (1<sup>+</sup>, 245 pts)</b>												
Carnifex	1		3	3	9	6	4	1	4	7	3+	245
Unit Type: Monstrous Creature; Bonded Exoskeleton; Instinctive Behaviour - Feed; Fearless; Living Battering Ram; TL Devourer w/Brainleech Worms (x1); Heavy Venom Cannon; Bio-plasma; Regeneration												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Heavy Support: Carnifex (1<sup>+</sup>, 215 pts)</b>												
Carnifex	1		3	3	9	6	4	1	4	7	3+	215
Unit Type: Monstrous Creature; Bonded Exoskeleton; Scything Talons (x2); Instinctive Behaviour - Feed; Fearless; Living Battering Ram; Adrenal Glands; Bio-plasma; Regeneration												
<b>Heavy Support: Carnifex (1<sup>+</sup>, 235 pts)</b>												
Carnifex	1		3	3	9	6	4	1	4	7	3+	235
Unit Type: Monstrous Creature; Bonded Exoskeleton; Instinctive Behaviour - Feed; Fearless; Living Battering Ram; TL Devourer w/Brainleech Worms (x2); Bio-plasma; Regeneration												
<b>Elite: Ymgarl Genestealer Brood (8<sup>+</sup>, 184 pts)</b>												
Ymgarl Genestealer Brood	8		6	0	4	4	1	6	2	10	4+	184
Unit Type: Infantry; Hardened Carapace; Rending Claws; Alter Form; Brood Telepathy; Dormant; Fleet; Move Through Cover												
<b>Elite: Ymgarl Genestealer Brood (8<sup>+</sup>, 184 pts)</b>												
Ymgarl Genestealer Brood	8		6	0	4	4	1	6	2	10	4+	184
Unit Type: Infantry; Hardened Carapace; Rending Claws; Alter Form; Brood Telepathy; Dormant; Fleet; Move Through Cover												
<b>Elite: Ymgarl Genestealer Brood (8<sup>+</sup>, 184 pts)</b>												
Ymgarl Genestealer Brood	8		6	0	4	4	1	6	2	10	4+	184
Unit Type: Infantry; Hardened Carapace; Rending Claws; Alter Form; Brood Telepathy; Dormant; Fleet; Move Through Cover												
<b>Elite: Ymgarl Genestealer Brood (6<sup>+</sup>, 138 pts)</b>												
Ymgarl Genestealer Brood	6		6	0	4	4	1	6	2	10	4+	138
Unit Type: Infantry; Hardened Carapace; Rending Claws; Alter Form; Brood Telepathy; Dormant; Fleet; Move Through Cover												
<b>Elite: Hive Guard Brood (3<sup>+</sup>, 150 pts)</b>												
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												
<b>Elite: Lictor Brood (1<sup>+</sup>, 65 pts)</b>												
Lictor Brood	1		6	3	6	4	3	6	3	10	5+	65
Unit Type: Infantry; Chameleonic Skin; Flesh Hooks; Reinforced Chitin; Rending Claws; Scything Talons; Instinctive Behaviour - Lurk; Fleet; Hit & Run; Move Through Cover; Pheromone Trail; Stealth												
<b>Troops: Termagant Brood (16<sup>+</sup>, 128 pts)</b>												
Termagant Brood	16		3	3	3	3	1	4	1	6	6+	128
Unit Type: Infantry; Chitin; Claws & Teeth; Instinctive Behaviour - Lurk; Move Through Cover; Spinefists; Adrenal Glands; Toxin Sacs												
<b>Troops: Termagant Brood (16<sup>+</sup>, 128 pts)</b>												
Termagant Brood	16		3	3	3	3	1	4	1	6	6+	128
Unit Type: Infantry; Chitin; Claws & Teeth; Instinctive Behaviour - Lurk; Move Through Cover; Spinefists; Adrenal Glands; Toxin Sacs												
<b>Troops: Genestealer Brood (10<sup>+</sup>, 140 pts)</b>												
Genestealer Brood	10		6	0	4	4	1	6	2	10	5+	140
Unit Type: Infantry; Reinforced Chitin; Rending Claws; Brood Telepathy; Fleet; Infiltrate; Move Through Cover												
<b>Troops: Genestealer Brood (11<sup>+</sup>, 217 pts)</b>												
Genestealer Brood	10		6	0	4	4	1	6	2	10	5+	217
Unit Type: Infantry; Reinforced Chitin; Rending Claws; Brood Telepathy; Fleet; Infiltrate; Move Through Cover												
Broodlord	1		7	0	5	5	3	7	4	10	4+	[77]
Unit Type: Infantry; Hardened Carapace; Rending Claws; Brood Telepathy; Fleet; Infiltrate; Move Through Cover; Psyker; Implant Attack; Scything Talons; Aura of Despair; Hypnotic Gaze												
<b>Troops: Termagant Brood (22<sup>+</sup>, 110 pts)</b>												
Termagant Brood	22		3	3	3	3	1	4	1	6	6+	110
Unit Type: Infantry; Chitin; Claws & Teeth; Fleshborer; Instinctive Behaviour - Lurk; Move Through Cover												
<b>Troops: Termagant Brood (10<sup>+</sup>, 50 pts)</b>												
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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Troops: Termagant Brood (20<sup>+</sup>, 100 pts)</b>												
Termagant Brood	20		3	3	3	3	1	4	1	6	6+	100
Unit Type: Infantry; Chitin; Claws & Teeth; Fleshborer; Instinctive Behaviour - Lurk; Move Through Cover												
<b>Troops: Tyranid Warrior Brood (4<sup>+</sup>, 170 pts)</b>												
Tyranid Warrior Brood	3		5	3	4	4	3	4	3	10	4+	170
Unit Type: Infantry; Hardened Carapace; Scything Talons; Synapse Creature; Shadow in the Warp; Deathspitter; Adrenal Glands												
Tyranid Warrior	1		5	3	4	4	3	4	3	10	4+	[50]
Scything Talons; Adrenal Glands; Venom Cannon												
<b>: Universal Assets (1<sup>+</sup>, 0 pts)</b>												
Universal Assets	1	Asset										0
(Apocalypse, pg. 188); Hammer Blow												
<b>: Tactical Assets (1<sup>+</sup>, 0 pts)</b>												
Tactical Assets	1	Asset										0
(Apocalypse, pg. 187); Flank March												
											<b>Total Cost:</b>	<b>7497</b>

### Option Footnotes

Weapons & Biomorphs	
Adrenal Glands	Unit gains Furious Charge (C:T, pg. 84 & BRB, pg. 75).
Bio-electric Pulse w/Containment Spines	18"R, S5, AP5, Assault 12 (C:T, pg. 50).
Bio-plasma	12"R, S7, AP2, Assault 1, Blast (C:T, pg. 46).
Blinding Venom	To-hit rolls of 6 wound (C:T, pg 42).
Bonesabres	Cause instant death and successful invulnerable saves are re-rolled (C:T, pg 56).
Chameleonic Skin	Special deployment from reserve (C:T, pg. 41).
Cluster Spines	18"R, S5, AP-, Assault 1, Large Blast (C:T, pg. 81).
Crushing Claws	D3 extra A at I1 (C:T, pg 83).
Deathspitter	18"R, S5, AP5, Assault 3 (C:T, pg. 81).
Flesh Hooks	Offensive grenades and 6"R, S6, AP-, Assault 2, Rending (C:T, pg 41).
Fleshborer	12"R, S4, AP5, Assault 1 (C:T, pg. 81).
Heavy Venom Cannon	36"R, S9, AP4, Assault 1, Blast*. *-1 on damage tables unless open-topped (C:T, pg. 82).
Impaler Cannon	24"R, S8, AP4, Assault 2*. *No LOS (C:T, pg. 47).
Implant Attack	All 6's to wound cause instant death (C:T, pg. 84).
Lash Whip	Enemies in B2B are I1 (C:T, pg 83).
Lash Whip & Bonesword	Enemies in B2B are I1 (C:T, pg 83) & No armour save and may cause instant death (C:T, pg 83).
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).
Scything Talons (x2)	Re-roll 1's to hit or all misses for two sets (C:T, pg. 33).
Spinefists	12"R, S3, AP5, Assault X*, Twin-linked. *X = At (C:T, pg. 82).
Spore Mine	2"R, S4, AP4, Assault 1, Barrage, Large Blast (C:T, pg. 48).
Spore Mine Launcher	48"R, S4, AP4, Assault 1, Barrage, Large Blast*. *If no enemy within 6", place D3 Spore Mines (C:T, pg. 48).
Stranglethorn Cannon	36"R, S6, AP5, Assault 1, Large Blast, Pinning (C:T, pg. 82).
TL Devourer w/Brainleech Worms	18"R, S6, AP-, Assault 6*, Twin-linked. *Wounds reduce subsequent Morale Check (C:T, pg. 81).
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).
Venom Cannon	36"R, S6, AP4, Assault 1, Blast* *-1 on damage tables unless open-topped (C:T, pg. 82).
Wings	Unit moves as Jump Infantry (C:T, pg. 84).
Assets	
Flank March	Revealed: When first used Effect: Strategic reserves may enter from any table edge (p187)
Hammer Blow	Revealed: In any one of your side's Shooting phases. Effect: Randomly targets one super-heavy with D3 Destroyer hits (can hit friend or foe!). (Apocalypse: Reload p66)
Psychic Powers	
Aura of Despair	Start of friendly Assault phase, enemy units within 12" are -1 Ld, cumulative (C:T, pg. 62).
Cataclysm	Psychic Shooting Attack: 24"R, SX, AP1, Assault 1, Large Blast. *S = W. (C:T, pg. 58).
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).

Hypnotic Gaze	During friendly Assault phase, one model in B2B might not attack (C:T, pg. 62).
Leech Essence	Psychic Shooting Attack: 12"R, D3, S3 AP2 hits on one unit, wounds are added to the Psyker (C:T, pg. 62)
Onslaught	Psychic Shooting Attack: 12"R, single friendly unit may run and shoot (C:T, pg. 62).
Paroxysm	Psychic Shooting Attack: 12"R, reduces one unit to WS and BS 1 (C:T, pg. 62)
Psychic Scream	Psychic Shooting Attack: 2D6"R, all enemy units take a Ld test or for each point failed by suffer a wound with no armour save (C:T, pg. 62)
The Horror	Psychic Shooting Attack: 12"R, forces Morale check on one unit (C:T, pg. 62)
Warp Blast	Psychic Shooting Attack: 24"R, S5, AP3, Assault 1, Blast (C:T, pg. 62).
Warp Lance	Psychic Shooting Attack: 18"R, S10, AP1, Assault 1, Lance (C:T, pg. 62).
Special Rules	
Absorb Life	Unsaved wounds caused are added to the Doom, up to 10 (C:T, pg. 58).
Acute Senses	May reroll Night Fighting distances, conditions apply (p75 WH40K 5E)
Alien Cunning	+1 to reserve rolls and more (C:T, pg. 56).
Alpha Leader	Friendly units within 12" may use Old One Eye's Ld (C:T, pg. 57).
Alpha Warrior	A joined Tyranid Warrior unit uses the Prime's WS & BS (C:T, pg. 36).
Alter Form	Each turn choose one: +1S, +1A or +1T (C:T, pg. 61).
Berserk Rampage	Each base attack that hits gives one bonus attack (C:T, pg. 57).
Blade Parry	4+(i) save in CC (C:T, pg. 56).
Blind Rampage	If a joined Hive Tyrant/Swarmlord dies, the unit gains Furious Charge & Rage (C:T, pg. 35 & BRB, pp. 75-76).
Bounding Leap	Roll 3D6 when running (C:T, pg. 38).
Brood Progenitor	Termagants within 6" use the Tervigon's Ld and more (C:T, pg. 52).
Brood Telepathy	Immune to IB (C:T, pg. 40).
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Dormant	May enter play in terrain (C:T, pg. 61).
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)
Hit & Run	May move 3D6" after combat, conditions apply (p75 WH40K 5E)
Hive Commander	While alive, +1 reserve rolls and more (C:T, pg. 34).
Independent Character	(See WH40k, pg. 50.)
Indescribable Horror	Assaulting units must pass a Ld test (C:T, pg. 34).
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).
It's after me!	One enemy character is -D3 Ld (C:T, pg. 59).
Killing Strike	All attacks count as rending on to wound rolls of 5 or 6 (C:T, pg. 59).
Living Battering Ram	+2 I on the charge (C:T, pg. 46).
Living Bomb	Each Spore Mine moves D6" by scattering (C:T, pg. 48).
Mindless	Lose 1W w/no save for each point IB Ld test failed by (C:T, pg. 40).
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
Old Adversary	Tyranids units within 6" gain Preferred Enemy (C:T, pg. 34 & BRB, pg. 75).
Pheromone Trail	+1 reserve rolls and guides deep strikes within 6" (C:T, pg. 41).
Psychic Monstrosity	Synapse Range 18" and may use two psychic powers (C:T, pg. 56).
Psychic Strength	S = current wounds (C:T, pg. 58).
Psyker	Psykers can use one psychic power per player turn (WH40K, pg. 50).
Rapid Regeneration	Regains wounds on a 5 or 6 (C:T, pg. 57).
Shadow in the Warp	Enemy psykers test Ld on 3D6 (C:T, pg. 33).
Shieldwall	A Hive Tyrant/Swarmlord may join as IC (C:T, pg. 35).
Spawn Termagants	Makes new units of 3D6 Termagants within 6" (C:T, pg. 52).
Spirit Leech	Enemy units within 6" take a Ld test on 3D6 and for each point failed by lose a wound without armour save (C:T, pg. 58).
Stealth	Improve cover save by +1, conditions apply (p76 WH40K 5E)
Subterranean Assault	The model deep strikes safely and leaves a hole (C:T, pg. 50).
Swarm Leader	One unit within 18" is enhanced (C:T, pg. 56).
Swarms	Stealth (p76 WH40K 5E) and Vulnerable to Blast (p76 WH40K 5E), do not offer cover saves to certain models, conditions apply (p76 WH40K 5E)
Synapse Creature	Synapse Range 12" (C:T, pg. 33).
Tunnel Swarm	Deep Strike (C:T, pg. 55 & BRB, pg. 95).
What was that?	Enemy infantry within 12" roll less for difficult terrain (C:T, pg. 59).
Where is it?	Shooting at the unit rolls for Night Fight (C:T, pg. 59 and BRB, pg. 95).
Where'd it go?	If unengaged, may re-enter reserves (C:T, pg. 59).
Unit Type	
<b>Unit Type: Beasts</b>	Unit Type: Beasts (WH40k, pg. 54)
<b>Unit Type: Infantry</b>	Unit Type: Infantry (p.54 WH40k)

<b>Unit Type:</b> Jump Infantry	Unit Type: Jump Infantry (p.52 WH40k) 1) Move up to 12" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. 2) Assault 6" affected by Diff Terr. 3) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test.
<b>Unit Type:</b> 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).

### Validation Report

*b-2. Apocalypse Allies: Trusted Allies only; c-1. File Version: 1.08c For Bug Reports/www.ab40k.org; b-1. Roster Options: Apocalypse, Generic Unit, Imperial Armour, Non-Codex Materials, Special Characters, VDR; a-1. Scenario: Normal Mission*  
Warning: The current roster or units within it may need opponents's permission to use.

### Roster Statistics

% Elite: 15.1  
% Fast: 2.4  
% Heavy: 26.1  
% HQ: 16.0  
Model Count: 228  
% Troops: 19.7  
% Wargear: 0.0  
Files version: 1.08

Group	Min	Max	Used
Formation	-	0	2
Other Units	-	0	37
Legendary Units	-	0	0