

## New Roster (Warhammer 40,000 9th Edition) [40 PL, 6CP, 649pts]

### Battalion Detachment 0CP (Tyranids) [40 PL, 6CP, 649pts]

#### Configuration [6CP]

##### Battle Size [6CP]

**Selections:** 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

**Categories:** CONFIGURATION

##### Detachment Command Cost

**Categories:** CONFIGURATION

##### Hive Fleet

**Selections:** Leviathan

**Categories:** CONFIGURATION

**Abilities:** *Hive Fleet Adaptations, Synaptic Imperative*

Abilities	Description	Ref
<b>Hive Fleet Adaptations</b>	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
<b>Synaptic Imperative</b>	Roll a D6 each time a unit with this adaptation 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 adaptation on a unit that is currently affected by the Catalyst psychic power.	Codex: Tyranids p117

#### HQ [13 PL, 245pts]

### Malanthrope [8 PL, 150pts]

**Selections:** Grasping Tail

**Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, HQ, MONSTER, CHARACTER, FLY, SYNAPSE

**Abilities:** *Enhanced Toxic Miasma, Prey Adaption, Shadow in the Warp, Shrouding Spores (Aura), Synapse, Unit: Malanthrope, Weapon: Grasping Tail*

Abilities	Description	Ref
<b>Enhanced Toxic Miasma</b>	At the end of the Fight phase, roll one D6 for each enemy unit within Engagemnet Range of this model; on a 4+, that unit suffers D3 mortal wounds.	Imperial Armour: Compendium p217
<b>Prey Adaption</b>	If an enemy model is destroyed within 3" of this model, then at the end of that phase, this model gains the following ability until the end of the battle: 'Prey Adaption (Aura): While a friendly <HIVE FLEET> unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.'	Imperial Armour: Compendium p217
<b>Shadow in the Warp</b>	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
<b>Shrouding Spores (Aura)</b>	While a friendly <HIVE FLEET> unit that is not TITANIC is within 6" of this model, each time a ranged attack is made against that unit, subtract 1 from that attack's hit roll.	Imperial Armour: Compendium p217
<b>Synapse</b>	<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
Malanthrope	5"	4+	4+	4	5	9	4	9	5+	Imperial Armour: Compendium p217

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Grasping Tail</b>	Melee	Melee	+1	-1	2	Each time an attack is made with this weapon, you can re-roll the wound roll.	Imperial Armour: Compendium p217

### Neurothrope [5 PL, 95pts]

**Selections:** Claws and Teeth, Power: Catalyst, Resonance Barb, Warlord

**Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, FLY, HQ, PSYKER, INFANTRY, CHARACTER, SYNAPSE, ZOANTHROPE, WARLORD

**Abilities:** *Resonance Barb, Shadow in the Warp, Spirit Leech, Synapse, Warp Field, Warp Siphon, Psychic Power: Catalyst, Psyker: Neurothrope, Unit: Neurothrope, Weapon: Claws and Teeth*

Abilities	Description	Ref
<b>Resonance Barb</b>	PSYKER model only. A model with this Relic can attempt to manifest one additional psychic power in your Psychic phase and attempt to deny one additional power in your opponent's Psychic phase. In addition, when a Psychic test is taken for a model with this Relic, add 1 to the total.	Psychic Awakening III: Blood of Baal p71
<b>Shadow in the Warp</b>	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
<b>Spirit Leech</b>	Each time a Neurothrope slays a model using the Smite psychic power, you can heal a wound on a friendly <HIVE FLEET> ZOANTHROPE within 6".	Codex: Tyranids p87
<b>Synapse</b>	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82
<b>Warp Field</b>	Models in this unit have a 3+ invulnerable save.	Codex: Tyranids p87
<b>Warp Siphon</b>	You can re-roll rolls of 1 when taking Psychic tests for friendly <HIVE FLEET> ZOANTHROPE units within 6" of this model.	Codex: Tyranids p87

Psychic Power	Warp Charge	Range	Details	Ref
<b>Catalyst</b>	6	18"	Select a friendly TYRANIDS unit within 18" of the psyker. Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+, the damage is ignored and the unit does not lose that wound.	Codex: Tyranids p121

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Neurothrope</b>	2	1	Smite + 1 Hive Mind	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Neurothrope</b>	5"	4+	3+	4	4	5	1	9	5+/3++	Codex: Tyranids p87

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Claws and Teeth</b>	Melee	Melee	User	0	1	-	Codex: Tyranids p111

**Troops [13 PL, 154pts]**

### Ripper Swarms [2 PL, 36pts]

**Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, TROOPS, SWARM

**Abilities:** *Burrowers, Instinctive Behaviour*

#### 3x Ripper Swarm [36pts]

**Selections:** 3x Claws and Teeth

**Unit:** *Ripper Swarm*, **Weapon:** *Claws and Teeth*

Abilities	Description	Ref
<b>Burrowers</b>	During deployment, you can set up a unit of Ripper Swarms underground instead of on the battlefield. At the end of any of your Movement phases, they can tunnel up to the battlefield - set them up anywhere that is more than 9" from any enemy models.	Codex: Tyranids p91
<b>Instinctive Behaviour</b>	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
<b>Ripper Swarm</b>	6"	5+	5+	3	3	3	4	4	6+	Codex: Tyranids p91

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Claws and Teeth</b>	Melee	Melee	User	0	1	-	Codex: Tyranids p111

### Termagants [3 PL, 50pts]

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

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

#### 10x Termagant (Fleshborer) [50pts]

**Selections:** 10x Fleshborer

**Unit:** *Termagant*, **Weapon:** *Fleshborer*

Abilities	Description	Ref
<b>Hail of Living Ammunition</b>	If this unit contains 20 or more models, you can re-roll wound rolls of 1 when it shoots.	Codex: Tyranids p90
<b>Instinctive Behaviour</b>	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
<b>Termagant</b>	6"	4+	4+	3	3	1	1	5	6+	Codex: Tyranids p90

Weapon	Range	Type	S	AP	D	Abilities	Ref	
<b>Fleshborer</b>	12"	Assault	1	4	0	1	-	Codex: Tyranids p112

### Tyranid Warriors [8 PL, 68pts]

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

**Abilities:** *Shadow in the Warp, Synapse*

#### Adaptive Physiology

**Selections:** Enhanced Resistance

**Abilities:** *Enhanced Resistance*

#### Tyranid Warrior [17pts]

**Selections:** 2x Scything Talons

**Unit:** *Tyranid Warrior*, **Weapon:** *Scything Talons*

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**Unit:** *Tyranid Warrior*, **Weapon:** *Scything Talons*

Abilities	Description	Ref
<b>Enhanced Resistance</b>	When resolving an attack made against this unit with a weapon that has an Armour Penetration characteristic of -1 or -2, that weapon has an Armour Penetration characteristic of 0 for that attack.	Psychic Awakening III: Blood of Baal p76
<b>Shadow in the Warp</b>	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
<b>Synapse</b>	<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
<b>Tyranid Warrior</b>	6"	3+	4+	4	4	3	3	9	4+	Codex: Tyranids p89

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Scything Talons</b>	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

### Elites [14 PL, 250pts]

## Zoanthropes [14 PL, 250pts]

**Selections:** Power: Psychic Scream

**Categories:** FACTION: <HIVE FLEET>, FACTION: TYRANIDS, FLY, ELITES, INFANTRY, PSYKER, ZOANTHROPE, SYNAPSE

**Abilities:** *Shadow in the Warp*, *Synapse*, *Warp Blast*, *Warp Field*, **Psychic Power:** *Psychic Scream*, **Psyker:** *Zoanthropes*

## 5x Zoanthrope [250pts]

**Selections:** 5x Claws and Teeth

**Unit:** *Zoanthrope*, **Weapon:** *Claws and Teeth*

Abilities	Description	Ref
<b>Shadow in the Warp</b>	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
<b>Synapse</b>	<HIVE FLEET> units automatically pass Morale tests if they are within 12" of any friendly <HIVE FLEET> units with this ability.	Codex: Tyranids p82
<b>Warp Blast</b>	When this unit manifests the Smite psychic power, it affects the closest enemy unit within 24", instead of within 18". In addition, it inflicts an additional D3 mortal wounds on that enemy unit if this unit contains 4 or 5 Zoanthropes, or an additional 3 mortal wounds if it contains 6 Zoanthropes.	Codex: Tyranids p94
<b>Warp Field</b>	Models in this unit have a 3+ invulnerable save.	Codex: Tyranids p94

Psychic Power	Warp Charge	Range	Details	Ref
<b>Psychic Scream</b>	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

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Zoanthropes</b>	1	1	Smite + 1 Hive Mind	A Zoanthrope unit of 4 or more models can instead attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. When manifesting or denying a psychic power with a Zoanthrope unit, first select a model in the unit - measure range, visibility, etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp causes the last model in the Zoanthrope unit to be slain.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Zoanthrope</b>	5"	4+	3+	4	4	3	1	9	5+/3++	Codex: Tyranids p94

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Claws and Teeth</b>	Melee	Melee	User	0	1	-	Codex: Tyranids p111

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