

The Cloud (1000pts)

Tyranids: Codex (2014) (Combined Arms Detachment) (550pts)

HQ (220pts)

Old One Eye (220pts)

Crushing Claws, Regeneration, Scything Talons, Thresher Scythe

Alpha Leader, Berzerk Rampage, Fearless, Instinctive Behaviour - Feed, Living Battering Ram, Warlord Traint: Adaptive Biology

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Old One Eye	Monstrous Creature	3	3	10	6	4	1	4	8	3+	Codex: Tyranids p57

Name	Description	Ref
Regeneration	At the end of each friendly turn, roll a D6 for each model with the regeneration biomorph that has less then its starting number of Wounds, but has not been removed as a casualty. On a 4+, that model regains a single Wound lost earlier in the battle.	Codex: Tyranids p67

Name	Range	Strength	AP	Type	Ref
Crushing Claws	-	+1	2	Melee, Armourbane, Unwieldly	Codex: Tyranids p63
Scything Talons	-	User	6	Melee	Codex: Tyranids p63
Thresher Scythe	-	4	4	Melee, Rending	Codex: Tyranids p60

Troops (30pts)

Mucolid Spore Cluster (15pts)

Mucolid Spore (15pts)

Deep Strike, Fearless, Floating Death, Living Bomb, Massive Floating Bomb, Shrouded, Skyblast

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Mucolid Spore	Infantry	-	-	1	3	3	3	-	3	-	White Dwarf 41

Mucolid Spore Cluster (15pts)

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Deep Strike, Fearless, Floating Death, Living Bomb, Massive Floating Bomb, Shrouded, Skyblast

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Mucolid Spore	Infantry	-	-	1	3	3	3	-	3	-	White Dwarf 41

Fast Attack (75pts)

Meiotic Spore Brood (75pts)

5x Meiotic Spore (75pts)

Brood Bombs, Fearless, Floating Brood Bomb, Living Bomb, Outriders of the Swarm, Shrouded

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Meiotic Spore	Infantry	-	-	1	3	1	1	-	1	-

Name	Range	Strength	AP	Type
Spore bomb	6"	5	4	Assault 1, Large Blast, Strikedown, Ignores Cover, Brood Bombs

## Heavy Support (225pts)

### Sporocyst (75pts)

5x Deathspitters

*Fearless, Immobile Pod, Infiltrate, Instinctive Fire, Psychic Resonator, Spore Node*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Sporocyst	Monstrous Creature	2	2	5	5	6	3	3	8	4+

Name	Range	Strength	AP	Type	Ref
Deathspitter	18"	5	5	Assault 3	Codex: Tyranids p64

### Sporocyst (75pts)

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Deathspitter	18"	5	5	Assault 3	Codex: Tyranids p64

## Tyranids: Codex (2014) (Formation Detachment) (450pts)

### Formation (450pts)

#### Sporefield (150pts)

*Infiltrate, Sporefield*

#### Mucolid Spore Cluster (30pts)

2x Mucolid Spore (30pts)

*Deep Strike, Fearless, Floating Death, Living Bomb, Massive Floating Bomb, Shrouded, Skyblast*

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Deep Strike, Fearless, Floating Death, Living Bomb, Massive Floating Bomb, Shrouded, Skyblast

Spore Mine Cluster (20pts)

4x Spore Mine (20pts)  
Deep Strike, Floating Death, Living Bomb

Spore Mine Cluster (20pts)

4x Spore Mine (20pts)  
Deep Strike, Floating Death, Living Bomb

Spore Mine Cluster (20pts)

4x Spore Mine (20pts)  
Deep Strike, Floating Death, Living Bomb

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Mucolid Spore	Infantry	-	-	1	3	3	3	-	3	-	White Dwarf 41
Spore Mine	Infantry	-	-	1	1	1	1	-	1	-	Codex: Tyranids p65

Sporefield (150pts)

Infiltrate, Sporefield

Mucolid Spore Cluster (30pts)

2x Mucolid Spore (30pts)  
Deep Strike, Fearless, Floating Death, Living Bomb, Massive Floating Bomb, Shrouded, Skyblast

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Deep Strike, Fearless, Floating Death, Living Bomb, Massive Floating Bomb, Shrouded, Skyblast

Mucolid Spore Cluster (30pts)

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Deep Strike, Fearless, Floating Death, Living Bomb, Massive Floating Bomb, Shrouded, Skyblast

Spore Mine Cluster (20pts)

4x Spore Mine (20pts)  
Deep Strike, Floating Death, Living Bomb

Spore Mine Cluster (20pts)

4x Spore Mine (20pts)  
Deep Strike, Floating Death, Living Bomb

Spore Mine Cluster (20pts)

4x Spore Mine (20pts)  
Deep Strike, Floating Death, Living Bomb

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Mucolid Spore	Infantry	-	-	1	3	3	3	-	3	-	White Dwarf 41
Spore Mine	Infantry	-	-	1	1	1	1	-	1	-	Codex: Tyranids p65

Sporefield (150pts)

Infiltrate, Sporefield

Mucolid Spore Cluster (30pts)

2x Mucolid Spore (30pts)

*Deep Strike, Fearless, Floating Death, Living Bomb, Massive Floating Bomb, Shrouded, Skyblast*

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*Deep Strike, Fearless, Floating Death, Living Bomb, Massive Floating Bomb, Shrouded, Skyblast*

#### Spore Mine Cluster (20pts)

4x Spore Mine (20pts)

*Deep Strike, Floating Death, Living Bomb*

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*Deep Strike, Floating Death, Living Bomb*

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4x Spore Mine (20pts)

*Deep Strike, Floating Death, Living Bomb*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Mucolid Spore</b>	Infantry	-	-	1	3	3	3	-	3	-	White Dwarf 41
<b>Spore Mine</b>	Infantry	-	-	1	1	1	1	-	1	-	Codex: Tyranids p65

## Selection Rules

**Alpha Leader:** Any friendly unit within 12" of Old One Eye can choose to use Old One Eye's Leadership for any Morale or Leadership tests they are required to make. (Codex: Tyranids p60)

**Berzerk Rampage:** For every successful To Hit roll that Old One Eye makes in close combat (excluding those from its thrasher scythe), it may immediately make one additional Attack against the same unit. These additional Attacks do not confer extra Attacks. (Codex: Tyranids p60)

**Brood Bombs:** If a Spore Bomb misses and hits no enemy, place a new unit of D3+1 Spore Mines where the template landed.

**Deep Strike:** (Warhammer 40k rulebook p36)

**Fearless:** (Warhammer 40k rulebook p35)

**Floating Brood Bomb:** The Brood moves 3+D6" in its Movement phase and they can only run halve the distance rolled. They are never slowed by Difficult Terrain.

May not charge, but when charged must immediately be removed from play, causing D6 S5, AP4 hits on the charging unit per Meiotic Spore removed.

If any Spore is removed as a casualty due to Shooting, the controlling player may place a new unit of D3+1 Spore Mines within 6" of the destroyed model.

In addition, when they move within 6" or during the Shooting Phase the Brood may detonate itself. Each Spore may make a Spore Bomb-attack at a different unit if it wishes. Afterwards, remove all Spores from the game.

**Floating Death:** (Codex: Tyranids p65)

**Immobile Pod:** A model with this special rule cannot move. It can never go to ground (voluntarily or otherwise) and cannot consolidate or make a sweeping advance. (White Dwarf 41)

**Infiltrate:** (Warhammer 40k rulebook p38)

**Instinctive Behaviour - Feed:** 1-3 - Cannibalistic Hunger: The unit immediately suffers a number of hits equal to the number of models in that unit. These hits are resolved using the unit's majority Strength (if drawn, use the highest) and AP-. Wounds are allocated by the owning player and armour saves (but not cover saves) may be taken. After resolving casualties (if any) the unit can do nothing else until the end of its turn. Units consisting of only a single model treat this result as Devour (below), instead.

4-5 - Devour: In the Shooting phase, the unit cannot shoot or Run. In the Assault phase, if the unit is able to declare a charge, it must do so against the closest viable enemy unit. If the unit cannot declare a charge, it does nothing in the Assault phase.

6 - Kill: This follows all the rules for Devour (above). In addition, the unit gains the Rage special rule. (Codex: Tyranids p33)

## Instinctive Fire

**Living Battering Ram:** When this model charges, it inflicts D3 Hammer of Wrath Attacks, rather than just 1. (Codex: Tyranids p52)

**Living Bomb:** (Codex: Tyranids p65)

**Massive Floating Bomb:** Each Mucolid Spore uses the Floating Death and Living Bomb rules that apply to Spore Mines (see Codex: Tyranids).

All references to Spore Mines and Spore Mine Clusters in these special rules apply to Mucolid Spores also, except that the hits inflicted when a Mucolid Spore explodes are Strength 8 AP3 rather than Strength 4 AP4. Increase the Strength of the attack for additional Mucolid Spores as for Spore Mines. (White Dwarf 41)

**Outriders of the Swarm:** Must be deployed after deployment, but before the first turn by using the Deep Strike-rule.

**Psychic Resonator:** Any friendly Synapse Creature within 6" of this model adds 6" to its synapse range. (White Dwarf 41)

**Shrouded:** (Warhammer 40k rulebook p41)

**Skyblast:** Mucolid Spore Clusters are allowed to assault Zooming Flyers or Swooping Monstrous Flying Creatures.

If they do so successfully then they will explode as described in the Floating Death special rule, hitting the target automatically, with Strength and AP as described above. Hits on Zooming Flyers are always resolved against the target model's side armour.

**Spore Node:** A model with this special rule can produce a Spore Mine Cluster (see Codex: Tyranids) with three Spore Mines in the Shooting phase, in addition to any attacks it makes.

Place the Spore Mines wholly within 6" of the model, in unit coherency and not in impassable terrain or within 1" of an enemy model. After they are placed, the Spore Mines are treated as a separate unit for the rest of the battle.

Once per battle, a Sporocyst can produce a single Mucolid Spore instead of a Spore Mine Cluster. This is placed in the same way as a Spore Mine Cluster. (White Dwarf 41)

**Sporefield:** (Shield of Baal: Leviathan)

**Warlord Trait: Adaptive Biology:** If the Warlord suffers one or more unsaved Wounds, it gains the Feel No Pain (5+) special rule at the beginning of its next Movement phase and keeps it for the remainder of the game. (Codex: Tyranids p38)

## Statistics

	Units			Models			Upgrades		
<b>Tyranids: Codex (2014) (Combined Arms Detachment)</b>	<b>6x</b>	<b>475pts</b>	<b>47.5%</b>	<b>3x</b>	<b>250pts</b>	<b>25%</b>	<b>13x</b>	<b>150pts</b>	<b>15%</b>
<b>HQ</b>	1x	220pts	22%	1x	220pts	22%	4x	0pts	0%
<b>Troops</b>	2x	30pts	3%	2x	30pts	3%	0x	0pts	0%
<b>Fast Attack</b>	0x	0pts	0%	0x	0pts	0%	6x	150pts	15%
<b>Heavy Support</b>	3x	225pts	22.5%	0x	0pts	0%	3x	0pts	0%
<b>Tyranids: Codex (2014) (Formation Detachment)</b>	<b>18x</b>	<b>450pts</b>	<b>45%</b>	<b>54x</b>	<b>450pts</b>	<b>45%</b>	<b>0x</b>	<b>0pts</b>	<b>0%</b>
<b>Formation</b>	18x	450pts	45%	54x	450pts	45%	0x	0pts	0%
<b>Roster</b>	<b>24x</b>	<b>925pts</b>	<b>92.5%</b>	<b>57x</b>	<b>700pts</b>	<b>70%</b>	<b>13x</b>	<b>150pts</b>	<b>15%</b>

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