SPOROCYST

145 PTS

M	T	SV	W	LD	OC
-	10	3+	10	8+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sporocyst bio-weapon HIVE DEFENCES	24"	10	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flensing whips	Melee	6	4+	7	-1	2

AUFSTELLUNG

1x Sporocyst (Hull)

Equipped with: Sporocyst bio-weapon, Flensing whips

ABILITIES

Hive Defences

You can target this model with the Fire Overwatch stratagem for 0CP, and can do so even if you have already targeted a different unit with that stratagem this turn. This model can only be targeted with that Stratagem once per turn

Seed Mucolids

Once per turn, in your shooting phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with it's ranged weapons. If it does, you can add one new MUCOLID SPORES containing 1 model to your army and set it up anywhere on the battlefield that is wholly within 18" of this model and more than 8" horizontally away from all enemy units.

RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

KEYWORDS: Monster, Sporocyst, Great Devourer

FACTION: Tyranids

Synapse

If your Army Faction is TYRANIDS, while a TYRANIDS unit from your army is within 6" of one or more friendly SYNAPSE models, that TYRANIDS unit is said to be within Synapse Range of that model and of your army. While a TYRANIDS unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.