



MUCOLID SPORE CLUSTER

15
POINTS



The Mucolid Spore is a creature inimical to natural law, for its whole existence is geared towards spectacular self-sacrifice. Borne aloft by evil-smelling gases that roil inside the veined balloon of its body, this bioform can float either at ground level or rise high enough to intercept enemy aircraft. Its dangling tentacles languidly taste the air for the spoor of its prey. When the proximity of a non-Tyranid lifeform is detected, the Mucolid Spore will drift close before detonating in a storm of bio-acid. Mucolid Spores are drawn towards anything moving swiftly through the air, exploding with lethal force once they close with their target, making them a deadly obstruction for enemy flyers. Victims that are not destroyed by the blast are often hurled out of control, crashing into the ground below.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Mucolid Spore	-	-	1	3	3	3	-	3	-	Infantry	1 Mucolid Spore

SPECIAL RULES:

- **Deep Strike**
- **Fearless**
- **Shrouded**

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.

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.

OPTIONS:

- May include up to two additional Mucolid Spores.... 15 pts/model