



# SPOROCYST

75  
POINTS



*Sporocysts are ejected from their parent hive ships with even greater force than the Tyrannocytes they accompany. Once they make planetfall they will spread their chitinous shells and burrow under the skin of the planet like ticks digging into unprotected flesh. Once embedded, the Sporocyst coughs out clouds of polluting microorganisms that denature its host planet's atmosphere until the air itself is ripe for digestion. When threatened, these creatures will squeeze out the flaccid spore-forms they carry, these smaller bioforms rapidly inflating to become either a cluster of Spore Mines or a larger, deadlier Mucolid Spore. There are persistent theories that the Sporocyst also acts as psychic resonators of sorts, boosting the abilities of those synapse beasts nearby to channel the Hive Mind's ravenous imperatives.*

Sporocyst	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	2	2	5	5	6	3	3	8	4+	Monstrous Creature	1 Sporocyst

## WEAPONS & BIOMORPHS:

- Five deathspitters

## SPECIAL RULES:

- Fearless
- Infiltrate

**Instinctive Fire:** Each weapon on this model automatically fires at the nearest enemy unit within range and line of sight. The shots are resolved at the end of the Shooting phase before Morale checks are taken.

Each weapon can fire at a different target unit, but they cannot be fired in any other way or at any other time.

**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.

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

**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 (pg 52) instead of a Spore Mine Cluster. This is placed in the same way as a Spore Mine Cluster.

## OPTIONS:

- May replace all five deathspitters with one of the following:
  - Five barbed stranglers ..... 25 pts
  - Five venom cannons..... 25 pts