



# ZOANTHROPE BROOD

50  
POINTS



The gestalt intelligence of the Hive Mind flows through a brood of Zoanthropes, gifting them with a measure of its unimaginable psychic power. They are creatures kept alive by mental might, their withered bodies carried through the air by force of will and protected by a shimmering halo of Warp energy. Zoanthropes are able to focus their powers into searing beams of psychic force that can carve open power armour and punch ragged holes in battle tanks, while their mental shadow enforces the will of the Hive Mind upon its teeming swarms. Occasionally, alpha beasts will appear among the Zoanthropes – fell creatures known as Neurothropes – with the power to leech the life force from their foes. There are those who believe the Neurothropes to be the uncountable progeny of the Doom of Malan'tai, which is a truly horrifying concept for all sentient races.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Zoanthrope	3	4	4	4	2	3	1	10	5+	Infantry	1 Zoanthrope
Neurothrope	3	4	4	4	2	3	1	10	5+	Infantry (Character)	

## SPECIAL RULES:

- **Brotherhood of Psykers** (Mastery Level 2)
- **Shadow in the Warp**
- **Synapse Creature**
- **Very Bulky**

**Psychic Brood:** If a Zoanthrope Brood uses the *Warp Blast* power (see *Codex: Tyranids*) the number of shots fired is equal to the number of Zoanthropes and Neurothropes in that brood.

**Warp Field:** A model with this rule has a 3+ invulnerable save.

## PSYCHIC POWERS:

A Zoanthrope Brood knows the *Warp Blast* psychic power. The unit generates one additional power from the **Powers of the Hive Mind**. A brood which includes a Neurothrope knows *Spirit Leech* in addition to its other psychic powers so long as the Neurothrope is alive.

## Spirit Leech.....Warp Charge 1

The Neurothrope steals energy from its victims to empower its attacks. *Spirit Leech* is a **witchfire** power that targets a non-vehicle enemy unit within 18". That unit must take a Leadership test on 3D6. If the test is failed, the enemy unit suffers 1 Wound for each point the test was failed by, with no armour or cover saves allowed. Add 1 dice to your Warp Charge pool for each Wound inflicted by *Spirit Leech*. These additional dice can only be used by the unit that manifested *Spirit Leech* and only to manifest *Warp Blast*.

## OPTIONS:

- May include up to five additional Zoanthropes... 50 pts/model
- If the unit numbers three models or more, one Zoanthrope may be upgraded to a Neurothrope ..... 25 pts