

## Lictor ? Hardly know her ! [2055pts]

Army Roster [2055pts] (Xenos - Tyranids)

- Battle Size: Strike Force (2000 Point limit)
- Detachment: Invasion Fleet
- Show/Hide Options: Legends are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

NAME	ROLE	PTS	OPTIONS
Hive Tyrant	Character	235	Monstrous Bonesword and Lash Whip, Monstrous Scything Talons
Neurotyrant	Character	105	Warlord
(10) Gargoyles	Battleline	85	10x Gargoyles
(10) Termagants	Battleline	60	10x Termagants: Fleshborer
Biovores	Infantry	50	1x Biovore
Lictor	Infantry	60	
Lictor	Infantry	60	
Neurolictor	Infantry	90	
Neurolictor	Infantry	90	
Pyrovores	Infantry	40	1x Pyrovore
Pyrovores	Infantry	40	1x Pyrovore
(6) Zoanthropes	Infantry	200	5x Zoanthrope
(3) Spore Mines	Beast	55	3x Spore Mine
Exocrine	Monster	135	
Exocrine	Monster	135	
Maleceptor	Monster	170	
Maleceptor	Monster	170	
Norn Emissary	Monster	275	

235 PTS		HIVE TYRANT									
Models		Options									
1x Hive Tyrant		Monstrous Bonesword and Lash Whip, Monstrous Scything Talons									
Unit		M	T	SV		W		LD		OC	
Hive Tyrant		8"	10	2+		10		7+		3	
Melee Weapons			Range		A	WS	S	AP	D	Keywords	
Monstrous bonesword and lash whip			Melee		6	2+	9	-2	3	Twin-linked	
Monstrous Scything Talons			Melee		4	2+	7	-2	2	Extra Attacks	
Abilities		Description									
Onslaught (Aura, Psychic)		While a friendly TYRANIDS unit is within 6" of this model, ranged weapons equipped by models in that unit have the [ASSAULT] and [LETHAL HITS] abilities.									
Invulnerable Save		This model has a 4+ invulnerable save.									
Will of the Hive Mind		Once per turn, one model from your army with this ability can use it when a friendly TYRANIDS unit from your army within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.									
Abilities		Description									
Leader		This model can be attached to the following unit: • TYRANT GUARD									
Rules		Deadly Demise D3, Shadow in the Warp, Synapse, Leader, Twin-linked, Extra Attacks									
Categories		Character, Faction: Tyranids, Great Devourer, Hive Tyrant, Monster, Psyker, Synapse									

105 PTS		NEUROTYPANT											
Models		Options											
1x Neurotyrant		Neurotyrant claws and lashes, Psychic scream, Warlord											
Unit		M		T		SV		W		LD		OC	
Neurotyrant		6"		8		4+		9		7+		3	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords					
Psychic scream		18"	2D6	N/A	5	-1	2	Ignores Cover, Psychic, Torrent					
Melee Weapons				Range			A	WS	S	AP	D	Keywords	
Neurotyrant claws and lashes				Melee			6	3+	5	0	1	-	
Abilities		Description											
Node Lash (Psychic)		While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll. If the target is Battle-shocked, add 1 to the Wound roll as well.											
Psychic Terror (Psychic)		If one or more Neurotyrants from your army are on the battlefield when you unleash the Shadow in the Warp, subtract 1 from the Battle-shock test each enemy unit on the battlefield must take as a result.											
Synaptic Relays		In your Command phase, you can select up to two friendly Tyranids units within 18" of this model's unit. Until the start of your next Command phase, the selected units are always considered to be within Synapse Range of your army.											
Invulnerable Save		This model has a 4+ invulnerable save.											
Abilities		Description											
Leader		This model can be attached to the following units: <ul style="list-style-type: none"><li>• NEUROGAUNT</li><li>• TYRANT GUARD</li><li>• ZOANTHROPES</li></ul>											
Rules		Shadow in the Warp, Synapse, Leader, Ignores Cover, Torrent											
Categories		Character, Faction: Tyranids, Fly, Great Devourer, Monster, Neurotyrant, Psyker, Synapse, Warlord											

85 PTS		GARGOYLES						
Models		Options						
10x Gargoyles		Blinding Venom, Fleshborer						
Unit		M	T	SV	W	LD	OC	
Gargoyles (x10)		12"	3	6+	1	8+	2	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Fleshborer (x10)		18"	1	4+	5	0	1	Assault
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Blinding Venom (x10)		Melee	1	4+	3	0	1	-
Abilities		Description						
Winged Swarm		In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.						
Rules		Synapse, Deep Strike, Assault						
Categories		Battleline, Endless Multitude, Faction: Tyranids, Fly, Gargoyles, Great Devourer, Infantry, Vanguard Invader						

60 PTS		TERMAGANTS							
Models		Options							
10x Termagants		Chitinous Claws and Teeth, Fleshborer							
Unit		M	T	SV	W		LD	OC	
Termagants (x10)		6"	3	5+	1		8+	2	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords	
Fleshborer (x10)		18"	1	4+	5	0	1	Assault	
Melee Weapons		Range		A	WS	S	AP	D	Keywords
Chitinous Claws and Teeth (x10)		Melee		1	4+	3	0	1	-
Abilities		Description							
Skulking Horrors		Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".							
Rules		Synapse, Assault							
Categories		Battleline, Endless Multitude, Faction: Tyranids, Great Devourer, Infantry, Termagants							

50 PTS		BIOVORES												
Models		Options												
1x Biovore		Chitin-barbed Limbs, Spore Mine Launcher												
Unit		M			T		SV		W		LD		OC	
Biovore		5"			6		3+		5		8+		1	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords						
Spore Mine Launcher		48"	D3	4+	6	-1	2	Blast, Devastating Wounds, Heavy, Indirect Fire						
Melee Weapons				Range			A	WS	S	AP	D	Keywords		
Chitin-barbed Limbs				Melee			2	4+	5	0	1	-		
Abilities		Description												
Seed Spore Mines		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 its ranged weapons. If it does, you can add one new SPORE MINES unit to your army and set it up anywhere on the battlefield that is wholly within 48" of this unit and more than 9" horizontally away from all enemy units. That SPORE MINES unit contains 1 model for each model in this unit.												
Rules		Deadly Demise 1, Synapse, Blast, Devastating Wounds, Heavy, Indirect Fire												
Categories		Biovore, Faction: Tyranids, Great Devourer, Infantry												

60 PTS		LICTOR								x2
Models			Options							
1x Lictor			Lictor Claws and Talons							
Unit	M	T	SV	W	LD	OC				
Lictor	8"	6	4+	6	7+	1				
Melee Weapons		Range		A	WS	S	AP	D	Keywords	
Lictor Claws and Talons		Melee		6	2+	7	-2	2	Precision	
Abilities		Description								
Pheromone Trail		Once per battle round, you can target one model with this ability with the Rapid Ingress Stratagem for 0CP.								
Feeder Tendrils		Each time this model destroys an enemy Character model, you gain 1CP.								
Rules	Fights First, Infiltrators, Lone Operative, Stealth, Synapse, Precision									
Categories	Faction: Tyranids, Great Devourer, Infantry, Lictor, Vanguard Invader									

90 PTS		NEUROLICTOR								x2
Models				Options						
1x Neurolictor				Piercing Claws and Talons						
Unit		M	T	SV		W		LD		OC
Neurolictor		8"	5	4+		7		7+		1
Melee Weapons			Range		A	WS	S	AP	D	Keywords
Piercing Claws and Talons			Melee		6	2+	6	-2	1	Precision
Abilities		Description								
Feeder Tendrils		Each time this model destroys an enemy CHARACTER model, you gain 1CP								
Neural Disruption		In your Command phase, select one enemy unit within 12" of this model. That unit must take a Battle-shock test								
Psychological Saboteur (Aura)		While an enemy unit is with 12" of this model, if that unit is Battle-shocked: <ul style="list-style-type: none"><li>• Each time a model in that unit makes an attack, subtract 1 from the Hit roll</li><li>• Each time a friendly TYRANIDS model makes an attack that targets that unit, add 1 to the Wound roll.</li></ul>								
Invulnerable Save		This model has a 4+ invulnerable save.								
Rules	Shadow in the Warp, Lone Operative, Infiltrators, Stealth, Synapse, Precision									
Categories	Faction: Tyranids, Great Devourer, Infantry, Neurolictor, Synapse, Vanguard Invader									



40 PTS		PYROVORES										x2
Models			Options									
1x Pyrovore			Chitin-barbed limbs, Flamespurt									
Unit			M	T	SV		W	LD		OC		
Pyrovores			5"	6	3+		5	8+		1		
Ranged Weapons		Range	A	BS	S	AP	D	Keywords				
Flamespurt		12"	D6+1	N/A	6	-1	1	Ignores Cover, Torrent, Twin-linked				
Melee Weapons			Range		A	WS	S	AP	D	Keywords		
Chitin-barbed limbs			Melee		2	4+	5	0	1	-		
Abilities		Description										
Burning Spray		In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.										
Rules		Deadly Demise 1, Synapse, Ignores Cover, Torrent, Twin-linked										
Categories		Faction: Tyranids, Great Devourer, Harvester, Infantry, Pyrovores										

200 PTS		ZOANTHROPES						
Models		Options						
1x Neurothrope		Warp Blast, Xenos Claws and Teeth						
5x Zoanthrope		Warp Blast, Xenos Claws and Teeth						
Unit	M	T	SV	W	LD	OC		
Neurothrope	5"	5	5+	3	7+	1		
Zoanthrope (x5)	5"	5	5+	3	7+	1		
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
► Warp Blast - Witchfire (x6)		24"	D3	3+	7	-2	D3	Blast, Psychic
► Warp Blast - Focused Witchfire (x6)		24"	1	3+	12	-3	D6+1	Lethal Hits, Psychic
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Xenos claws and teeth (x6)		Melee	2	5+	3	0	1	-
Abilities		Description						
Spirit Leech (Aura, Psychic)		While an enemy unit is within 6" of this unit, if it contains a Neurothrope, each time that enemy unit fails a Battle-shock test, it suffers D3 mortal wounds and one model in this unit regains up to D3 lost wounds.						
Warp Field (Aura, Psychic)		While a friendly TYRANIDS unit is within 6" of this unit, models in that unit have a 6+ invulnerable save.						
Invulnerable Save		This model has a 4+ invulnerable save.						
Rules	Shadow in the Warp, Synapse, Blast, Lethal Hits							
Categories	Faction: Tyranids, Fly, Great Devourer, Infantry, Psyker, Synapse, Zoanthropes							

55 PTS		SPORE MINES					
Models					Options		
3x Spore Mine							
Unit		M	T	SV	W	LD	OC
Spore Mine (x3)		4"	1	7+	1	8+	0
Abilities	Description						
Bio-minefield	Enemy units cannot start or end an Advance move within 6" of this unit.						
Floating Death	Each time this unit or an enemy unit ends a move, for each model in this unit that is within 3" of one or more enemy units, select one of those enemy units. That model in this unit is destroyed, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.						
Rules	Deep Strike, Synapse						
Categories	Beast, Faction: Tyranids, Fly, Great Devourer, Spore Mines						

135 PTS		EXOCRINE										x2
Models		Options										
1x Exocrine		Bio-plasmic Cannon, Powerful Limbs										
Unit	M	T	SV		W		LD		OC			
Exocrine	8"	10	3+		14		8+		4			
Ranged Weapons		Range		A	BS		S	AP	D	Keywords		
Bio-plasmic Cannon		36"		D6+3	3+		9	-3	3	Blast, Heavy		
Melee Weapons		Range		A	WS		S	AP	D	Keywords		
Powerful Limbs		Melee		3	3+		7	0	2	-		
Abilities		Description										
Symbiotic Targeting		In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly TYRANIDS model makes an attack that targets that unit, re-roll a Hit roll of 1.										
Damaged: 1-5 Wounds Remaining		While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.										
Rules	Deadly Demise D3, Synapse, Heavy, Blast											
Categories	Exocrine, Faction: Tyranids, Great Devourer, Monster											

170 PTS		MALECEPTOR							x2
Models		Options							
1x Maleceptor		Massive Scything Talons, Psychic Overload							
Unit	M	T	SV	W	LD	OC			
Maleceptor	8"	11	3+	14	7+	4			
Ranged Weapons	Range	A	BS	S	AP	D	Keywords		
Psychic Overload	18"	D6+3	3+	10	-2	3	Blast, Psychic		
Melee Weapons		Range		A	WS	S	AP	D	Keywords
► Massive Scything Talons - Strike		Melee		3	3+	9	-2	D6+1	-
► Massive Scything Talons - Sweep		Melee		6	3+	7	-1	2	-
Abilities		Description							
Encephalic Diffusion (Aura, Psychic)		While an enemy unit is within 6" of this model, each time a model in that unit makes an attack, subtract 1 from the Hit roll, and, if that enemy unit is Below Half-strength, subtract 1 from the Wound roll as well.							
Damaged: 1-5 Wounds Remaining		While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.							
Invulnerable Save		This model has a 4+ invulnerable save.							
Rules	Deadly Demise D3, Shadow in the Warp, Synapse, Blast								
Categories	Faction: Tyranids, Great Devourer, Malceptor, Monster, Psyker, Synapse								

275 PTS		NORN EMISSARY						
Models		Options						
1x Norn Emissary		Monstrous Rending Talons, Monstrous Scything Talons, Psychic Tendril						
Unit	M	T	SV	W	LD	OC		
Norn Emissary	10"	11	2+	16	7+	5		
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
► Psychic Tendril - Neuroparasite		18"	2	2+	8	-2	D3	Precision, Psychic
► Psychic Tendril		18"	2	2+	12	-3	D6	Melta 2, Psychic
► Psychic Tendril - Blast		18"	2D6	2+	6	-2	1	Blast, Psychic
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Monstrous Rending Talons		Melee	4	2+	7	-2	2	Extra Attacks
Monstrous Scything Talons		Melee	6	2+	9	-2	3	-
Abilities		Description						
Singular Purpose		At the start of the First battle round, select one of the following: <ul style="list-style-type: none"><li>• Select one enemy unit. Until the end of the battle, each time this model makes an attack that targets that unit you can re-roll the Hit roll and you can re-roll the Wound roll</li></ul>						
		-Select one objective marker. Until the end of the battle, while this model is within range of that objective marker, it has the Feel No Pain 5+ ability and an Objective Control characteristic of 15.						
Unnatural Resistance		This model has the Feel No Pain 4+ ability against Mortal Wounds.						
Invulnerable Save		This model has a 4+ invulnerable save.						
Damaged: 1-5 Wounds Remaining		While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.						
Rules	Deadly Demise D6, Shadow in the Warp, Synapse, Feel No Pain 4+, Extra Attacks, Melta 2, Blast, Psychic							
Categories	Faction: Tyranids, Great Devourer, Monster, Norn Emissary, Psyker, Synapse							

## Force Rules

### Army Roster (Xenos - 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.

## Selection Rules

#### Assault:

Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with.

### **Blast:**

Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

### **Deadly Demise 1 / Deadly Demise D3 / Deadly Demise D6:**

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, 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").

### **Deep Strike:**

During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.

### **Devastating Wounds:**

Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.

### **Extra Attacks:**

Weapons with [EXTRA ATTACKS] in their profile are known as Extra Attacks weapons. Each time the bearer of one or more Extra Attacks weapons fights, it makes attacks with each of the Extra Attacks melee weapons it is equipped with and it makes attacks with one of the melee weapons it is equipped with that does not have the [EXTRA ATTACKS] ability (if any). The number of attacks made with an Extra Attacks weapon cannot be modified by other rules, unless that weapon's name is explicitly specified in that rule.

### **Feel No Pain 4+:**

Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.

### **Fights First:**

Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability.

### **Heavy:**

Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.

### **Ignores Cover:**

Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.

## **Indirect Fire:**

Weapons with [INDIRECT FIRE] in their profile are known as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking model. These attacks can destroy enemy models in a target unit even though none may have been visible to the attacking unit when you selected that target.

If no models in a target unit are visible to the attacking unit when you select that target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack's Hit roll, an unmodified Hit roll of 1-3 always fails, and the target has the Benefit of Cover against that attack.

Weapons with the [TORRENT] ability cannot be fired using the [INDIRECT FIRE] ability.

## **Infiltrators:**

During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.

## **Leader:**

While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.

Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.

## **Lethal Hits:**

Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.

## **Lone Operative:**

Unless part of an Attached unit, this unit can only be selected as the target of a ranged attack if the attacking model is within 12".

## **Melta 2:**

Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'X'.

## **Precision:**

Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.



**Psychic:**

Some weapons and abilities can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack.

**Shadow in the Warp:**

If your Army Faction is TYRANIDS, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test. Each time an enemy unit takes such a Battle-shock test, if it is within 6" of one or more Synapse units from your army, subtract 1 from that test.

**Stealth:**

If every model in a unit has this ability, then each time a ranged attack is made against it, subtract 1 from that attack's Hit roll.

**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.

**Torrent:**

Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.

**Twin-linked:**

Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.