

# COMMAND ROSTER

| NAME  | MODEL TYPE                | WARGEAR  | EXP | SPECIALISM/ABILITIES                             | DEMEANOUR | PTS |
|-------|---------------------------|--|-----|--|-----------|-----|
| 1 / 2 | Tyranid Warrior<br>Gunner | 2x Boneswords,<br>Venom cannon,<br>Flesh hooks,    |     | Leader, Synapse, Shadow in the Warp,             |           | 24  |
| 1 / 2 | Tyranid Warrior           | Devourer, Flesh<br>hooks, 2x<br>Boneswords,        |     | Comms, Synapse, Shadow in the Warp,              |           | 20  |
| 1 / 2 | Genestealer               | Rending claws,<br>Acid Maw,<br>Scything talons,    |     | Combat, Lightning Reflexes, Swift and<br>Deadly, |           | 11  |
| 1 / 2 | Lictor                    | Flesh hooks,<br>Grasping talons,<br>Rending claws, |     | Veteran, Chameleonic Skin,                       |           | 25  |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 1     | Hormagaunt                | Scything talons,                                   |     | Bounding Leap, Instinctive Behaviour,            |           | 4   |
| 2     | Ravener                   | 2x Scything<br>talons,                             |     | Instinctive Behaviour,                           |           | 15  |
| 2     | Ravener                   | 2x Scything<br>talons,                             |     | Instinctive Behaviour,                           |           | 15  |
| 2     | Ravener                   | 2x Scything<br>talons,                             |     | Instinctive Behaviour,                           |           | 15  |

1 / 2

24 Points

| NAME                          | M     | WS         | BS   | S  | T  | W  | A | LD | SV | MAX |
|-------------------------------|-------|------------|------|----|----|--|---|----|----|-----|
| <b>Tyranid Warrior Gunner</b> | 6"    | 3+         | 4+   | 4  | 4  | 3  | 3 | 9  | 4+ | 1   |
| WEAPON                        | RANGE | TYPE       | S    | AP | D  | ABILITIES  |   |    |    |     |
| 2x Boneswords                 | Melee | Melee      | User | -2 | 1  | A model armed with boneswords can make 1 additional attack with them in the Fight phase.                       |   |    |    |     |
| Venom cannon                  | 36"   | Assault D3 | 8    | -2 | D3 | -  |   |    |    |     |
| Flesh hooks                   | 6"    | Assault 2  | User | 0  | 1  | The weapon can be fired within 1" of an enemy model, and can target enemy models within 1" of friendly models. |   |    |    |     |

**ABILITIES:**

|                    |  |
|--------------------|--|
| Synapse            | TYRANIDS models automatically pass Nerve tests while they are within 12" of any friendly models with this ability.                   |
| Shadow in the Warp | Subtract 1 from any psychic tests made for enemy PSKYERS within 18" of a model with this ability. TYRANIDS PSYKERS are not affected. |

**SPECIALISM: LEADER**

|             |  |
|-------------|--|
| Resourceful | As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round. |
|-------------|--|

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

1 / 2

20 Points

| NAME                   | M     | WS        | BS   | S  | T | W  | A | LD | SV | MAX |
|------------------------|-------|-----------|------|----|---|--|---|----|----|-----|
| <b>Tyranid Warrior</b> | 6"    | 3+        | 4+   | 4  | 4 | 3  | 3 | 9  | 4+ | -   |
| WEAPON                 | RANGE | TYPE      | S    | AP | D | ABILITIES  |   |    |    |     |
| Devourer               | 18"   | Assault 3 | 4    | 0  | 1 | -  |   |    |    |     |
| Flesh hooks            | 6"    | Assault 2 | User | 0  | 1 | The weapon can be fired within 1" of an enemy model, and can target enemy models within 1" of friendly models. |   |    |    |     |
| 2x Boneswords          | Melee | Melee     | User | -2 | 1 | A model armed with boneswords can make 1 additional attack with them in the Fight phase.                       |   |    |    |     |

**ABILITIES:**

|                    |  |
|--------------------|--|
| Synapse            | TYRANIDS models automatically pass Nerve tests while they are within 12" of any friendly models with this ability.                   |
| Shadow in the Warp | Subtract 1 from any psychic tests made for enemy PSKYERS within 18" of a model with this ability. TYRANIDS PSYKERS are not affected. |

**SPECIALISM: COMMS**

|         |  |
|---------|--|
| Scanner | Once per Shooting phase, if this model is not shaken, when you pick another model from your kill team within 6" of this model to shoot, you can add 1 to hit rolls for that model in this phase. |
|---------|--|

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

| NAME            | M     | WS    | BS   | S  | T | W   | A | LD | SV | MAX |
|-----------------|-------|-------|------|----|---|---|---|----|----|-----|
| Genestealer     | 8"    | 3+    | 4+   | 4  | 4 | 1   | 3 | 9  | 5+ | -   |
| WEAPON          | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| Rending claws   | Melee | Melee | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.   |   |    |    |     |
| Acid Maw        | Melee | Melee | User | -3 | 1 | -   |   |    |    |     |
| Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

**ABILITIES:**

|                    |   |
|--------------------|---|
| Lightning Reflexes | This model has a 5+ invulnerable save.              |
| Swift and Deadly   | You can re-roll failed charge rolls for this model. |

**SPECIALISM: COMBAT**

|                |   |
|----------------|---|
| Expert Fighter | Add 1 to this model's Attacks characteristic. |
|----------------|---|

Experience: ☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

| NAME            | M     | WS        | BS   | S  | T | W  | A | LD | SV | MAX |
|-----------------|-------|-----------|------|----|---|--|---|----|----|-----|
| Lictor          | 9"    | 2+        | 4+   | 6  | 4 | 4  | 3 | 9  | 5+ | -   |
| WEAPON          | RANGE | TYPE      | S    | AP | D | ABILITIES  |   |    |    |     |
| Flesh hooks     | 6"    | Assault 2 | User | 0  | 1 | The weapon can be fired within 1" of an enemy model, and can target enemy models within 1" of friendly models. |   |    |    |     |
| Grasping talons | Melee | Melee     | User | -1 | 2 | -  |   |    |    |     |
| Rending claws   | Melee | Melee     | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.                  |   |    |    |     |

**ABILITIES:**

|                  |   |
|------------------|---|
| Chameleonic Skin | When an enemy play makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier. |
|------------------|---|

**SPECIALISM: VETERAN**

|          |  |
|----------|--|
| Grizzled | This model ignores penalties to its Leadership characteristic and Nerve tests. |
|----------|--|

Experience: ☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

14 Points

| NAME            | M     | WS    | BS   | S  | T | W   | A | LD | SV | MAX |
|-----------------|-------|-------|------|----|---|---|---|----|----|-----|
| Hormagaunt      | 8"    | 4+    | 4+   | 3  | 3 | 1   | 2 | 5  | 6+ | -   |
| WEAPON          | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

ABILITIES:

|                       |   |
|-----------------------|---|
| Bounding Leap         | Whenever this model piles in or condolidates, it can move up to 6".   |
| Instinctive Behaviour | Unless this model is within 24" of a friendly SYNAPSE model, you must subtract 1 from any hit rolls made for it when shooting any target other than the nearest visible enemy model, and subtract 2 from any charge rolls made for it if it declares a charge against any model other than the nearest enemy model. |

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| WEAPON          | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

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14 Points

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| WEAPON          | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

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14 Points

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| Hormagaunt      | 8"    | 4+    | 4+   | 3  | 3 | 1   | 2 | 5  | 6+ | -   |
| WEAPON          | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

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14 Points

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|-----------------|-------|-------|------|----|---|---|---|----|----|-----|
| Hormagaunt      | 8"    | 4+    | 4+   | 3  | 3 | 1   | 2 | 5  | 6+ | -   |
| WEAPON          | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

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14 Points

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|-----------------|-------|-------|------|----|---|---|---|----|----|-----|
| Hormagaunt      | 8"    | 4+    | 4+   | 3  | 3 | 1   | 2 | 5  | 6+ | -   |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐



1

4 Points

| NAME            | M     | WS    | BS   | S  | T | W   | A | LD | SV | MAX |
|-----------------|-------|-------|------|----|---|---|---|----|----|-----|
| Hormagaunt      | 8"    | 4+    | 4+   | 3  | 3 | 1   | 2 | 5  | 6+ | -   |
| WEAPON          | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

ABILITIES:

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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

2

15 Points

| NAME               | M     | WS    | BS   | S  | T | W   | A | LD | SV | MAX |
|--------------------|-------|-------|------|----|---|---|---|----|----|-----|
| Ravener            | 12"   | 3+    | 4+   | 4  | 4 | 3   | 4 | 5  | 5+ | -   |
| WEAPON             | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| 2x Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

ABILITIES:

|                       |   |
|-----------------------|---|
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2

15 Points

| NAME               | M     | WS    | BS   | S  | T | W   | A | LD | SV | MAX |
|--------------------|-------|-------|------|----|---|---|---|----|----|-----|
| Ravener            | 12"   | 3+    | 4+   | 4  | 4 | 3   | 4 | 5  | 5+ | -   |
| WEAPON             | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| 2x Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

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Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

2

15 Points

| NAME               | M     | WS    | BS   | S  | T | W   | A | LD | SV | MAX |
|--------------------|-------|-------|------|----|---|---|---|----|----|-----|
| Ravener            | 12"   | 3+    | 4+   | 4  | 4 | 3   | 4 | 5  | 5+ | -   |
| WEAPON             | RANGE | TYPE  | S    | AP | D | ABILITIES   |   |    |    |     |
| 2x Scything talons | Melee | Melee | User | 0  | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. |   |    |    |     |

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