COMMAND ROSTER

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

1/2									24	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tyranid Warrior Gunner	6"	3+	4 +	4	4	3	3	9	4 +	1
WEAPON	RANGE	T۱	/PE	S	AP		D	AE	BILITIES	;
2x Boneswords	Melee	М	elee	User	-2		1	boneswo	nal attack	make 1 k with
Venom cannon	36"		sault O3	8	-2	Ι)3		÷	
Flesh hooks	6"	2200	sault 2	User	0		1	model, enemy m	l" of an e and can	enemy target thin 1"
ABILITIES:										
Synapse	TYRAN	IIDS r		automatic				hile they a	re withi	n 12" of
Shadow in the Warp			•				•	SKYERS v RS are not		
SPECIALISM:	LEADE	R								
Resourceful		-						t shaken, y of the battl		
Experience: □□			□□ F	lesh Wou	nds: □□	□ Cor	ivalesc	ence: □ 1	New Red	cruit: 🗆

1/2									20	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tyranid Warrior	6"	3+	4+	4	4	3	3	9	4+	-
WEAPON	RANGE	T	/PE	S	AP)	AE	BILITIES	3
Devourer	18"		sault 3	4	0		1		-	
Flesh hooks	6"		sault 2	User	0		1	enemy m	l" of an a	enemy target ithin 1"
2x Boneswords	Melee	М	elee	User	-2		I	A mod boneswo addition them in t	nal attac	make 1 k with
ABILITIES:										
Synapse	TYRAN	IIDS 1		automatic					ire withi	n 12" of
Shadow in the Warp			•	psychic to is ability.			•			
SPECIALISM:	COMM	S								
Scanner	_			ohase, if th team with rolls for		nis mod	lel to s	hoot, you	_	
Experience: □□			□ F	lesh Wou	nds: □□□	Cor	valesc	ence: 🗆 🗎	New Re	cruit: 🗆

1 / 2									11	Point
NAME	M	WS B	s s	T	W		A	LD	SV	MAX
Genestealer	8"	3+ 4	+ 4	4	1		3	9	5+	•
WEAPON	RANGE	TYPE	S	AP		D		A	BILITIE	S
Rending claws	Melee	Melee	User	-1		1		wound i	on, that	⊦ for thi hit is
Acid Maw	Melee	Melee	User	-3		1			-	
Scything talons	Melee	Melee	User	0		1		bearer ha pair of se can ma attack	is weapo as more	n. If the than on talons, i litional m each
ABILITIES:										
Lightning Reflexes			This mode	el has a 5+	- invu	lner	abl	e save.		
Swift and		You	ı can re-roll	failed cha	ırge ro	olls f	or t	his mode	l.	
Deadly										
Deadly SPECIALISM:	COMB	ΛT								
SPECIALISM: Expert Fighter	COMB		add 1 to this	s model's a	Attack	cs ch	ara	cteristic.		
SPECIALISM:		A							New Ro	ecruit: [
SPECIALISM: Expert Fighter		A								
SPECIALISM: Expert Fighter Experience:										Point
SPECIALISM: Expert Fighter Experience: □□□ 1 / 2 NAME	M		Flesh Wou	ınds: □□l	□ Co		leso	cence:	25	Poin
SPECIALISM: Expert Fighter Experience: □□□ 1 / 2	M	A P	Flesh Wou	ınds: □□[□ Co		leso	LD 9	25 SV	Point MAX
SPECIALISM: Expert Fighter Experience: □□□ 1 / 2 NAME Lictor	M 9"	WS B 2+ 4	Flesh Wou	T 4	□ Co	onva	leso	LD 9 A The wea within model, enemy r	SV 5+ BILITIE upon can 1" of an , and car	Point MAX S a be fired enemy a target vithin 1
Expert Fighter Experience: □□□ 1 / 2 NAME Lictor WEAPON	M 9" RANGE	WS B 2+ 4 TYPE	Flesh Would S S S + 6 S	T 4 AP	□ Co	D	leso	LD 9 A The wea within model, enemy r	SV 5+ BILITIE upon can 1" of an , and car models w	Point MAX S a be fire enemy a target vithin 1
Expert Fighter Experience: □□ 1 / 2 NAME Lictor WEAPON Flesh hooks Grasping	M 9" RANGE	WS B 2+ 4 TYPE Assault 2	Flesh Would S S S + 6 S User	T 4 AP	□ Co	D 1	leso	The wea within model enemy r of frie	SV 5+ BILITIE apon can 1" of an 1, and car models wendly me	Point MAX be fired enemy a target vithin 1 todels. make a for this hit is
SPECIALISM: Expert Fighter Experience: 1 / 2 NAME Lictor WEAPON Flesh hooks Grasping talons Rending claws	M 9" RANGE	WS B 2+ 4 TYPE Assault 2	S S + 6 S User User	T 4 AP 0	□ Co	D 1	leso	The wea within models enemy r of frie	SV 5+ BILITIE apon can 1" of an 1, and car models wendly me	Point MAX be fire enemy a target vithin 1 podels. make a for the hit is
Experience: DE 1 / 2 NAME Lictor WEAPON Flesh hooks Grasping talons	M 9" RANGE 6" Melee When	WS B 2+ 4 TYPE Assault 2 Melee	S S + 6 S User User	T 4 AP 0 -1 -1	W 4	D 1 2 1	A 3	The wea within model, enemy r of frie	SV 5+ BILITIE apon can 1" of an 1, and car models wendly me ime you roll of 6- on, that with an	Point MAX a be fire enemy in target within 1 odels. make a in for this hit is AP of a content to the content
SPECIALISM: Expert Fighter Experience: DE 1 / 2 NAME Lictor WEAPON Flesh hooks Grasping talons Rending claws ABILITIES: Chameleonic	M 9" RANGE 6" Melee When	WS B 2+ 4 TYPE Assault 2 Melee Melee	Flesh Wood S S + 6 S User User User	T 4 AP 0 -1 -1	W 4	D 1 2 1	A 3	The wea within model, enemy r of frie	SV 5+ BILITIE apon can 1" of an 1, and car models wendly me ime you roll of 6- on, that with an	Point MAX a be fire enemy in target within 1 odels. make a in for this hit is AP of a content to the content

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIE	S
Scything talons	Melee	Me	elee	User	0		1	attack v	s weapo	n. If the chan on calons, itional meach
ABILITIES:										
Bounding Leap	W	heneve	er this	model pile	es in or co	ondolid	ates, i	t can mov	e up to 6	5".
		1 from	any h	it rolls ma	de for it	when sl	nootin	APSE mod ng any targ charge rol	et other	than t
Experience: □□[res a c	harge a	igainst any	y model o		an the	e nearest er	nemy m	odel.
		res a c	harge a □ F	gainst any lesh Wou	y model o	□ Cor	an the	e nearest er	nemy m New Re	odel. ecruit: [Poin
NAME	M	res a c	harge a	igainst any	y model o		an the	e nearest ei	nemy m New Re	odel. ecruit: Poin
NAME Hormagaunt	M	ws 4+	harge a	gainst any	y model o nds: □□ T	W 1	an the	e nearest er	New Re	odel. ccruit: [Poin MA)
Experience: □□□□ NAME Hormagaunt WEAPON Scything talons	M 8"	WS 4+ TY	harge a	gainst any lesh Wou	y model onds: T 3	W 1	an the nvales of A	LD 5 A You can to a pair of second attack when the pair of sec	New Res 4 SV 6+ BILITIES re-roll his s weapons more to cything to de 1 add with their	Poin MA) Stit rolls on If the chan on calons, in itional meach
NAME Hormagaunt WEAPON Scything	M 8" RANGE	WS 4+ TY	BS 4+	gainst any lesh Wou \$ 3	y model of nds:	W 1	A 2	LD 5 A You can to a pair of second attack when the pair of sec	New Res 4 SV 6+ BILITIES re-roll his s weapons more to trything to de 1 addd	Poin MA) Stit rolls on. If the chan or calons, itional meach
NAME Hormagaunt WEAPON Scything talons	M 8" RANGE	WS 4+ TY	BS 4+ PE	gainst any lesh Wou S 3 S	y model of nds: T 3 AP	W 1	A 2	LD 5 A You can to a pair of second attack when the pair of sec	New Res 4 SV 6+ BILITIES re-roll his sweapons more to be the synthing to de 1 add with them are it fight	Poin MA - S tit rolls on the first alons, itional and meach tts.

l									4	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
WEAPON	RANGE	TYF	PE	S	AP		D	A	BILITIES	S
Scything talons	Melee	Mel	lee	User	0		1	attack v	s weapoi	n. If th han or alons, itional n each
ABILITIES:										
Bounding Leap	W	heneve	r this 1	model pile	es in or c	ondolic	lates, i	t can mov	e up to 6	5".
	subtract	1 from	any hi	it rolls ma	ide for it	when s	hootin	APSE mod ng any targ charge rol	et other	than t
Benaviour Experience: □□□	decla	res a ch	narge a	gainst any	y model o			e nearest er	New Re	cruit:
Experience: □□□	decla	res a ch	narge a	gainst an <u>y</u> lesh Wou	y model 0 nds: □□	□ Coi	nvales	cence: 🗆	New Re	cruit: [
Experience: □□□□	decla	res a ch	narge a	gainst any	y model o				New Re	cruit: Poin
Experience: □□□□ NAME Hormagaunt	decla	res a ch	narge a BS 4+	gainst any lesh Wou	y model o nds: □□	W 1	nvaleso	LD 5	New Re	Poin MA)
	decla	ws 4+	BS 4+	gainst any lesh Wou S 3	y model onds: □□ T 3	W 1	A 2	LD 5 A You can to 1 for this bearer has pair of so can marattack where the second sec	New Rev 4 SV 6+ BILITIES re-roll his weapons more to be the synthing to the decrease of the synthesis with the synthesis with the synthesis was a single sy	Poin MA) t rolls on If the han on alons, it
Experience: NAME Hormagaunt WEAPON Scything	M 8" RANGE	WS 4+ TYF	BS 4+	gainst any lesh Wou	y model of nds:	W 1	A 2	LD 5 A You can to 1 for this bearer has pair of so can marattack where the second sec	New Red SV 6+ BILITIES re-roll his sweapons s more to the sything to de 1 add	Poin MA) t rolls on. If the han or alons, itional on each
Experience: □□□□ NAME Hormagaunt WEAPON Scything talons	M 8" RANGE	WS 4+ TYF	BS 4+	gainst any lesh Wou S 3 S	y model of nds: T 3 AP	W 1	A 2 DD	LD 5 A You can to 1 for this bearer has pair of so can marattack where the second sec	New Red SV 6+ BILITIES re-roll his sweapons more to be the synthing to de 1 add with there are it fight	Poin MA - S t rolls on itional alons, itional an each ts.

NAME	M	WS	BS	S	T	W	A	LD	SV	Point MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
WEAPON	RANGE	TY	PE	S	AP)	Al	BILITIE	S
Scything talons	Melee	Me	elee	User	0		1	attack v	s weapons s more t sything t de 1 add	n. If the han on alons, i itional m each
ABILITIES:										
Bounding Leap	WI	henev	er this	model pile	es in or c	ondolid	ates, i	t can move	e up to 6	5".
	subtract i	1 fron	any h	it rolls ma model, an	de for it	when sl	nootir n any	APSE mod ng any targ charge rol	et other ls made	than tl for it if
Experience:			_	igainst any Iesh Wou				e nearest er	•	
1			□ F	lesh Wou	nds: □□	□ Cor	ivales	cence: 🗆 🗎	New Re	ecruit: [
NAME	M		_						New Re	ecruit: [
1 NAME	M	WS 4+	BS BS	lesh Wou	nds: □□	W 1	avaleso	LD 5	New Re	Point MAX
1 NAME Hormagaunt	M 8"	WS 4+ TY	BS 4+	lesh Wou	nds: □□ T 3	W 1	A 2	LD 5 Al You can I 1 for this bearer ha pair of sec can made attack v	SV 6+ BILITIES re-roll his sweapons more to the sything to the 1 add with their	Point MAX - S it rolls can. If the chan on calons, i itional meach
NAME Hormagaunt WEAPON Scything	M 8" RANGE	WS 4+ TY	BS 4++	S 3	T 3 AP	W 1	A 2	LD 5 Al You can I 1 for this bearer ha pair of sec can made attack v	SV 6+ BILITIES re-roll his sweapo. s more t	Point MAX st rolls on. If the chan on calons, i itional meach
NAME Hormagaunt WEAPON Scything talons	M 8" RANGE	WS 4+ TY	BS 4+	s 3 S User	T 3 AP 0	W 1	A 2	LD 5 Al You can I 1 for this bearer ha pair of sec can made attack v	New Res 4 SV 6+ BILITIES re-roll his sweapons more to the synthing to the synthesis and the synthesis with the second synthesis and the second synthesis are strongly and synthesis are strongly as a synthesis are strongly as	Point MAX S it rolls on alons, itional meach ts.

1									4	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
WEAPON	RANGE	TY	/PE	S	AP		D	A	BILITIES	3
Scything talons	Melee	M	elee	User	0		1	attack w	s weapor	n. If the han one alons, it itional n each
ABILITIES:										
Bounding Leap	W	henev	er this	model pil	es in or c	ondoli	dates, i	t can move	e up to 6	j".
	Office					•		APSE mod	•	
Behaviour	decla	isible e res a c	enemy harge a	model, an Igainst an	id subtra y model	ct 2 fro	m any nan the	charge rol e nearest er	ls made : nemy mo	for it if
Behaviour Experience: □□□	nearest v decla	isible e res a c	enemy harge a	model, an Igainst an	id subtra y model	ct 2 fro	m any nan the	charge rol e nearest er	ls made : nemy mo New Re	for it if independent in design in d
Behaviour Experience: □□□□	nearest v decla	isible e ares a c □□□□	enemy harge a	model, an against an lesh Wou	nd subtra y model nds: □□	other the Co	m any nan the nvalese	charge rolle nearest er	ls made : nemy mo New Re	for it if in odel. cruit: Point
Behaviour Experience: □□□ 1 NAME	nearest v. decla	isible or a comment of the comment o	enemy harge a	model, an against an lesh Wou	nd subtra y model nds: □□	other the Co	m any	charge role e nearest er	ls made : nemy mo New Re 4	for it if odel. cruit: □
Behaviour Experience: □□□□	nearest v decla	ws 4+	enemy harge a	model, an against an lesh Wou	nd subtra y model nds: □□	other the Co	m any nan the nvalese	charge rol e nearest er cence:	ls made : nemy mo New Re	for it if odel. cruit: Point: MAX
Behaviour Experience: NAME Hormagaunt	M 8"	ws 4+	enemy harge a F BS 4+	model, an against an lesh Wou S 3	nd subtra y model nds: □□ T	other the Co	m any nan tho nvalese A 2	LD 5 AI You can r 1 for this bearer has pair of sc can macattack w	Is made the memy months when the memy months were selected as the memory of the memory	For it if it odel. Cruit: Point: MAX - S t rolls on in. If the han one alons, it itional in each
Behaviour Experience: □□□□ I NAME Hormagaunt WEAPON Scything talons	M 8" RANGE	ws 4+	BS 4+	model, an Igainst an Ilesh Wou	ad subtra y model nds: DD	other the Co	m any nan the nvalese	LD 5 AI You can r 1 for this bearer has pair of sc can macattack w	New Reserve to the second seco	For it if odel. Cruit: Point MAX - S t rolls on. If the han one alons, it itional meach
Behaviour Experience: NAME Hormagaunt WEAPON Scything	M 8" RANGE	WS 4+ TY	BS 4+ /PE	model, an against an glesh Wou S 3 S	ad subtra y model nds: DD	cct 2 froother the Co	m any man the nivalese	LD 5 AI You can r 1 for this bearer has pair of sc can macattack w	New Reserve to the second seco	for it if odel. cruit: Point MAX - S t rolls on. If the han one alons, it itional meach tss.

Experience:

Flesh Wounds:

Convalescence:

New Recruit:

NAME	M	WS	BS	S	T	W	A	LD	SV	Point MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
WEAPON	RANGE	TY	PE	S	AP)	Al	BILITIES	S
Scything talons	Melee	Me	elee	User	0		1	attack v	s weapon	n. If the chan on calons, itional meach
ABILITIES:										
Bounding Leap	W	heneve	er this	model pile	es in or co	ondolid	ates, i	t can move	e up to 6	6".
		1 from	any h	it rolls ma	de for it	when sl	nootin	APSE mod ng any targ charge rol	et other	than tl
Experience: □□[res a c	harge a	igainst any	y model o		an the	e nearest er	nemy m	odel.
l		res a c	harge a □□ F	igainst any Ilesh Wou	y model o	□ Cor	an the	e nearest er	nemy me New Re	odel. ecruit: [Poin
NAME		res a c	harge a	igainst any	y model o		an the	e nearest ei	nemy mo	odel. ecruit: [Poin
NAME Hormagaunt	M	ws 4+	harge a	ngainst any lesh Wou	y model o nds: □□ T	W 1	an the	LD 5	New Re	odel. ccruit: [Poin MA)
Experience: □□□□ NAME Hormagaunt WEAPON Scything talons	M 8"	WS 4+ TY	harge a	gainst any	y model onds: T 3	W 1	an the avalesco	LD 5 Al You can it 1 for this bearer ha pair of sec can made attack v	New Res 4 SV 6+ BILITIES re-roll his s weapons more to	Point MAX strolls on. If the chan on calons, i itional meach
NAME Hormagaunt WEAPON Scything	M 8" RANGE	WS 4+ TY	BS 4+	gainst any	y model of nds:	W 1	A 2	LD 5 Al You can it 1 for this bearer ha pair of sec can made attack v	New Research SV 6+ BILITIES re-roll his sweapons more to the sything to the 1 add with their	Poin MA) Stit rolls on If the chan on calons, in itional meach
NAME Hormagaunt WEAPON Scything talons	M 8" RANGE	WS 4+ TY	BS 4++ PE	s s User	y model of nds: T 3 AP	W 1	A 2	LD 5 Al You can it 1 for this bearer ha pair of sec can made attack v	New Research SV 6+ BILITIES are roll his sweapons as more trything the 1 add with them is tright.	Poin MA) - S tit rolls on. If the hand or the hand one that the hand one that the hand of the hand of the hand one that the hand of the hand one that the hand of the hand one that the hand of the

NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+		3	1	2	5	6+	-
WEAPON	RANGE	T۱	/PE	S	AP)	Al	BILITIES	
Scything talons	Melee	M	elee	User	0		1	attack v	s weapon	n. If the han on alons, i tional n each
ABILITIES:										
Bounding Leap	W	henev	er this	model pil	es in or co	ondolid	ates, i	t can move	e up to 6	".
Instinctive Behaviour Experience: □□□	subtract nearest v decla	1 fron isible o ires a c	n any h enemy harge	nit rolls ma model, an against an	de for it d subtrac y model c	when sl et 2 from other th	nootin n any an the	APSE mod ag any targ charge rol e nearest er cence:	et other ls made nemy mo	than th for it if odel.
,									15	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Ravener	12"	3+	4+	4	4	3	4	5	5+	-
WEAPON	RANGE	T	/PE	S	AP)	Al	BILITIES	
2x Scything talons	Melee	M	elee	User	0		1	attack v	s weapon	n. If the han on alons, i tional n each
ABILITIES: Instinctive Behaviour Experience: □□	subtract nearest v decla	1 fron isible o res a c	n any h enemy harge	nit rolls ma model, an against an	de for it v d subtrac y model c	when sl et 2 from other th	nootin n any an the	APSE mod ag any targ charge rol e nearest er	et other ls made nemy mo	than th for it if odel.
<u> </u>									15	Point
мамг	М	WS	BS	S	T	W	A	LD	SV	MAX
NAME		3+	4+			2	4	5		
	12"		- T I	4	4	3	-		5+	-
Ravener	12"		/PE	S	4 AP)	Al	S+ BILITIES	-
Ravener WEAPON 2x Scything talons		T						You can r 1 for this bearer ha pair of sc can mad attack v	BILITIES The e-roll his weapon is more to the sything to the deciration of the sything to the s	t rolls on. If the han on alons, i tional n each
Ravener WEAPON 2x Scything	RANGE	T	/PE	S	AP		D	You can r 1 for this bearer ha pair of sc can mad attack v	re-roll his weapons more to ything the 1 add	t rolls on. If the han on alons, i tional n each

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	RANG	E T \	/PE	S	AP)	Al	BILITIES	3
2x Scything talons	Melee	M	elee	User	0	:	1	You can r 1 for this bearer had pair of so can mad attack w tim	weapor s more t ything t de 1 add	n. If the han one alons, it itional m each
ABILITIES:										
Instinctive Behaviour	subtrac	t 1 fron visible	n any h enemy	it rolls ma model, an	de for it v	when sh	nootin n any	APSE mod g any targ charge rol	et other ls made	than the for it if it
Experience:			□□ F	lesh Wou	nds: □□[Con	valesc	ence: 🗆]	New Re	cruit: 🗆