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	Γ)3		÷	
Flesh hooks	6"	220	sault 2	User	0		1	model, enemy m	l" of an e and can	enemy target thin 1"
ABILITIES:										
Synapse	TYRAN	NIDS r		automatic				hile they a	re withi	n 12" of
Shadow in the Warp			•				•	SKYERS v RS are not		
SPECIALISM:	LEADE	R								
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: □□			□ F	Flesh 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	Τ\	/PE	S	AP)	ABILITIES		
Devourer	18"		sault 3	4	0		1	-		
Flesh hooks	6"		sault 2	User	0		1	The weapon can be fir within 1" of an enem model, and can targe enemy models within of friendly models.		
2x Boneswords	Melee	М	elee	User	-2		Í	A mod boneswo addition them in t	nal attac	make 1 k with
ABILITIES:										
Synapse	TYRAN	IIDS 1		automatic					re withi	n 12" of
Shadow in the Warp			•	psychic to is ability.			•			
SPECIALISM:	COMM	S								
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: □□			□□ F	lesh Wou	nds: □□□	Cor	valesc	ence: 🗆 🗎	New Re	cruit: 🗆

1 / 2 11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGI	E TY	'PE	S	AP		D	AE	BILITIES	3
Rending claws	Melee	Mo	elee	User	-1		1	Each tir wound ro weapo resolved w	oll of 6+ on, that l	for this
Acid Maw	Melee	Me	elee	User	-3		1		-	
Scything talons	Melee	М	elee	User	0		1	You can r 1 for this bearer has pair of sc can mac attack w tim	weapor more the ything to le 1 addi	n. If the han one alons, it itional n each

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:

1/2									25	Points	
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX	
Lictor	9"	2+	4+	6	4	4	3	9	5+	-	
WEAPON	RANGI	E TY	/PE	S	AP		D		S		
Flesh hooks	6"		sault 2	User	0		1	within mode enemy	eapon can n 1" of an el, and can models w riendly mo	enemy target rithin 1"	
Grasping talons	Melee	M	elee	User	-1		2		-		
Rending claws	Melee	M	elee	User	-1		1	wound wea	time you roll of 6+ pon, that with an A	for this	
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 modifi										
SPECIALISM:	SPECIALISM: VETERAN										
Grizzled	This r	nodel iş	gnores	penalties t	to its Lead	dership	chara	acteristic	and Nerv	e tests.	

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	T	YPE	S	AP		D	A	BILITIES	S
Scything talons	Melee	М	Telee	User	0		1	attack v	s weapon	n. If the han one alons, it itional m each
ABILITIES:										
Bounding Leap	W	henev	er this	model pile	es in or co	ondolio	lates, it	can mov	e up to 6	ć") •
Instinctive Behaviour	subtract i	1 fror sible	n any h enemy	is within in it rolls ma model, an against any	de for it d subtra	when s ct 2 fro	hooting m any o	g any targ charge rol	et other	than the for it if it
Experience: □□[□□ F	Flesh Wou	nds: □□	□ Co:	nvalesc	ence: 🗆 🗎	New Re	cruit: 🗆

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	T)	/PE	S	AP		D	ABILITIES			
Scything talons	Melee	M	elee	User	0		1	1 for the bearer he pair of sean mattack	re-roll hi is weapon as more t scything t ade 1 add with ther me it fight	n. If the han one alons, it itional m each	
ABILITIES:											
Bounding Leap	W	henev	er this	model pile	es in or c	ondoli	dates, i	t can mo	ve up to 6		
Instinctive Behaviour	subtract nearest v	1 fron	n any h enemy	l is within nit rolls ma model, an against any	ide for it id subtra	when s	shootir om any	ng any tar charge ro	get other olls made	than the for it if it	
Experience: □□[□□ I	Flesh Wou	nds: □□	□ Co	nvales	cence: 🗆	New Re	cruit: □	

NAME	M	we	DC	c	-	w		I D		Poin
NAME	M	WS	BS	<u> </u>	1	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	_
WEAPON	RANGE	- 11	/PE	S	AP		D		BILITIES	
Scything talons	Melee	M	elee	User	0		1	attack v	s weapor	n. If th han o alons, itiona n each
ABILITIES:										
Bounding Leap	W	Thenev	er this 1	model pile	es in or c	ondolic	lates, i	t can mov	e up to 6	."
						•		APSE mod	•	
Behaviour	subtract nearest v decl	1 fron visible o ares a c	n any hi enemy i harge a	it rolls ma model, an gainst any	de for it d subtra y model o	when s ct 2 fro other th	hootir m any nan the	ng any targ charge rol e nearest en	get other Ils made : nemy mo	than t for it i
Behaviour Experience: □□□	subtract nearest v decl	1 fron visible o ares a c	n any hi enemy i harge a	it rolls ma model, an gainst any	de for it d subtra y model o	when s ct 2 fro other th	hootir m any nan the	ng any targ charge rol	get other lls made : nemy mo	than to for it is odel.
Behaviour Experience: □□□	subtract nearest v decl	1 fron visible o ares a c	n any hi enemy i harge a	it rolls ma model, an gainst any	de for it d subtra y model o	when s ct 2 fro other th	hootir m any nan the	ng any targ charge rol e nearest en	get other lls made : nemy mo	than t for it i
Behaviour Experience: □□□ NAME	subtract nearest v decl:	1 from	any hi enemy r harge a □□ Fl	it rolls ma model, an gainst any lesh Wou	de for it d subtrady y model d nds: □□	when s ct 2 fro other th	hootir m any nan the	ng any targ charge rol e nearest er cence: □	get other ills made nemy mo	than to for it is odel. cruit:
Behaviour Experience: □□□ NAME Hormagaunt	subtract nearest v decla	ws	n any hi enemy r harge a	it rolls ma model, an gainst an glesh Wou	de for it d subtra y model o nds: $\Box\Box$	when s ct 2 fro other the Con	hootir m any nan the nvalese	ng any targe role charge role e nearest en	eet other ills made in emy mo	than to for it is odel. cruit: Point MA
Instinctive Behaviour Experience: □□□ NAME Hormagaunt WEAPON Scything talons	subtract nearest v decl:	1 from visible of the	any hi enemy r charge a F	it rolls ma model, an gainst an glesh Wou S	de for it d subtracy y model of	when s ct 2 fro other th Con W 1	hootir m any nan the nvalese A	LD S You can in a pair of sec can madattack w	New Re SV 6+ BILITIES re-roll hirs weapons more tills made:	than of for it is for it is for it is codel. Cruit: Point MA S t rolls t rolls han of alons, it it is not alons, it is not alons.

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.

Experience:

Flesh Wounds:

Convalescence:

New Recruit:

Leap

Instinctive

Behaviour

NAME	M	WS	DC	S	T	W	A	LD	SV	Points MAX
Hormagaunt	8"	W3 4+	BS 4+	3	3	1	2	5	6+	WIAA
WEAPON	RANGE		/PE	S	AP		D Z		BILITIES	,
Scything talons	Melee	M	elee	User	0		1	attack v	s weapor	n. If the han one alons, it itional m each
ABILITIES:										
Bounding Leap	W	henev	er this 1	model pile	es in or c	ondolic	lates, i	t can move	e up to 6	
	Unle subtract nearest v	ess this 1 fron risible o	model n any hi enemy 1	is within i t rolls ma nodel, an	24" of a t de for it d subtra	friendly when s	SYN. hootir m any	APSE moding any targe charge role	lel, you r et other ls made :	nust than the
Leap	Unle subtract nearest v decle	ess this 1 fron risible o	model n any hi enemy i harge a	is within i t rolls ma model, an gainst any	24" of a side for it d subtra y model o	friendly when s ct 2 fro other th	SYNA hootir m any	APSE moding any targ	lel, you r et other ls made nemy mo	must than the for it if i
Leap Instinctive Behaviour Experience: □□□	Unle subtract nearest v decl:	ess this 1 fron risible o	model n any hi enemy i harge a	is within i t rolls ma model, an gainst any	24" of a side for it d subtra y model o	friendly when s ct 2 fro other th	SYNA hootir m any	APSE moding any targ	lel, you r et other ls made nemy mo	nust than the for it if i odel. cruit:
Leap Instinctive Behaviour Experience: □□□	Unle subtract nearest v decl	ess this 1 from risible of the control of the cont	model n any hi enemy i harge a	is within to trolls mandel, an gainst any	24" of a t de for it d subtra y model d nds: □□	friendly when s ct 2 fro other th	SYNA hootir m any an the	APSE moding any targe charge role nearest en	lel, you ret other ls made nemy mo	must than the for it if i odel. cruit: Points
Leap Instinctive Behaviour Experience:	Unle subtract nearest v decl:	ess this 1 from risible cares a co	model n any hi enemy r harge a	is within trolls mandel, an gainst any	24" of a ide for it d subtra model o	friendly when so ct 2 from other the Con	SYNA hootir m any an the nvalese	APSE moding any targer charge role e nearest en	lel, you ret other lls made hemy mo	nust than the for it if i odel. cruit: Points MAX

ABILITIES:

Bounding Leap	Whenever this model piles in or condolidates, it can move up to 6".
	Unless this model is within 24" of a friendly SYNAPSE model, you must
Instinctive	subtract 1 from any hit rolls made for it when shooting any target other than the
Behaviour	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.
Experience: □□	□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-	
WEAPON	RANGE	T	/PE	S	AP		D	ABILITIES			
Scything talons	Melee	M	elee	User	0		1	1 for thi bearer ha pair of so can ma attack v	re-roll his s weapon is more the cything to de 1 addi with then he it fight	n. If the han one alons, it itional n each	
ABILITIES:											
Bounding Leap	W	Thenev	er this	model pile	es in or c	ondolio	dates, it	can mov	e up to 6	".	
Instinctive Behaviour	subtract nearest v	1 fron visible o	n any h enemy	is within it rolls ma model, an against any	de for it d subtra	when s	shooting om any c	any targ harge rol	get other	than the for it if i	
Experience: 🗆 🗆 🛭			□□ F	lesh Wou	nds: □□	□ Co	nvalesce	nce: □	New Re	cruit: □	

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	RANG	E T	YPE	S	AP		D	Al	BILITIES	S
Scything talons	Mele	e M	S elee	User	0		1	attack v	s weapon	n. If the han one alons, it itional m each
ABILITIES:										
Bounding Leap	•	Whene	ver this	model pil	es in or co	ondolid	lates, i	t can move	e up to 6	5".
	Un	less thi	s model	is within	24" of a f	riendly	SYN	APSE mod	lel, vou 1	nust

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.

Instinctive

Behaviour

									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	Al	BILITIES	3
Scything talons	Melee	M	elee	User	0		1	attack v	s weapor	n. If the han one alons, i itional n each
ABILITIES:										
Bounding Leap	W	7henev	er this 1	nodel pile	es in or c	ondoli	dates, i	it can move	e up to 6	
Instinctive				is within ?	24" ot a f	riendly				
Behaviour	nearest v	visible 6	enemy i	model, an	de for it d subtra	when s	hootii m any	APSE mod ng any targ r charge rol e nearest er	ls made	than th for it if
Behaviour Experience: □□□	nearest v	visible e ares a c	enemy i harge a	model, an gainst any	de for it d subtra 7 model 0	when s ct 2 fro other tl	hootii m any nan th	ng any targ charge rol	et other Is made : nemy mo	than th for it if odel.
Experience: □□□	nearest v	visible e ares a c	enemy i harge a	model, an gainst any	de for it d subtra 7 model 0	when s ct 2 fro other tl	hootii m any nan th	ng any targ charge rol e nearest er	et other ls made nemy mo	than th for it if odel. cruit: [
Experience: □□□	nearest v	visible e ares a c	enemy i harge a	model, an gainst any	de for it d subtra 7 model 0	when s ct 2 fro other tl	hootii m any nan th	ng any targ charge rol e nearest er	et other ls made nemy mo	than th for it if odel.
Experience: □□□ I NAME	nearest v	risible e ares a c	enemy r harge a	model, an gainst any lesh Wou	de for it d subtra v model o nds: 🗆	when sect 2 from	hooting many and the man the m	ng any targ charge rol e nearest er	et other ls made nemy mo	than the for it if odel. cruit: [
Experience: □□[decl	ws 4+	enemy i harge a	model, an gainst any lesh Wou	de for it d subtra v model o nds: 🗆 🗆	when s ct 2 froother the Co	hooting any man the nvales	ng any targe role e nearest er	et other ls made s nemy mo	than the for it if odel. cruit: [Point MAX

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АD	ILI	HE	Э.

Bounding Leap	Whenever this model piles in or condolidates, it can move up to 6".
	Unless this model is within 24" of a friendly SYNAPSE model, you must
Instinctive	subtract 1 from any hit rolls made for it when shooting any target other than the
Behaviour	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.
Experience: □□	□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □

time it fights.

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	T)	/PE	S	AP		D	A	BILITIE	S
Scything talons	Melee	M	elee	User	0			attack v	s weapo	n. If the han one alons, it itional m each
ABILITIES:										
Bounding Leap	W	henev	er this	model pile	es in or co	ondolic	lates, it	can mov	e up to 6	5".
Instinctive Behaviour	subtract nearest v	1 fron visible o	n any h enemy	is within it rolls ma model, an	de for it d subtrac	when s	hooting m any c	g any targ harge rol	get other lls made	than the
Experience: □□□			□□ F	lesh Wou	nds: □□I	□ Coı	nvalesco	ence: □	New Re	cruit: □
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		/PE	S	AP		D		BILITIE	

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 TY	/PE	S	AP		D	Al	BILITIES	
2x Scything talons	Melee	e M	elee	User	0		1	attack v	s weapor	n. If the han one alons, it tional n each
ADII ITIEC.										

ABILITIES:

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.

2									15	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Ravener	12"	3+	4+	4	4	3	4	5	5+	-
WEAPON	RANGI	TY.	/PE	S	AP		D	Al	BILITIES	S
2x Scything talons	Melee	M	elee	User	0		1	attack v	s weapoi	n. If the han one alons, it itional m each
Instinctive	subtract	1 fron	n any hi	t rolls ma	de for it	when s	hootin	APSE mod	et other	than the
ABILITIES: Instinctive Behaviour Experience:	subtract nearest v decl	: 1 fron visible o ares a c	n any hi enemy i harge a	t rolls ma nodel, an gainst any	de for it d subtrac 7 model c	when s at 2 fro other th	hootin m any nan the	ng any targ charge rol e nearest er	et other ls made nemy mo	than the for it if it odel.
Instinctive Behaviour Experience: □□	subtract nearest v decl	: 1 fron visible o ares a c	n any hi enemy i harge a	t rolls ma nodel, an gainst any	de for it d subtrac 7 model c	when s at 2 fro other th	hootin m any nan the	ng any targ charge rol e nearest er	et other ls made nemy mo	than the for it if i
Instinctive Behaviour Experience: NAME	subtract nearest v decl	: 1 fron visible e ares a c	n any hi enemy i harge a	t rolls ma nodel, an gainst any esh Wou	de for it d subtrac v model c nds: □□	when set 2 froother the	m any m any nan the	ng any targ charge rol e nearest er cence: □	et other ls made nemy mo New Re	than the for it if it odel. cruit:
Instinctive Behaviour	subtract nearest v decl	to 1 from visible eares a company ws	n any hi enemy r harge a	t rolls ma model, an gainst any esh Wou	de for it d subtrac v model c nds: □□	when s ct 2 fro other the Con	hootin m any nan the nvaleso	e nearest er cence:	et other ls made nemy mo New Re	than the for it if it odel. cruit: Points MAX

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.

Experience: \square \square \square \square \square \square Flesh Wounds: \square \square Convalescence: \square New Recruit: \square

Instinctive

Behaviour