

COMMAND ROSTER

PLAYER NAME		FACTION	Tyranids
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NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
1 / 2	Tyranid Warrior Gunner	Boneswords, Venom cannon, Flesh hooks,		Leader, Synapse, Shadow in the Warp,		24
1 / 2	Tyranid Warrior	Devourer, Flesh hooks, 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
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1	Hormagaunt	Scything talons,		Bounding Leap, Instinctive Behaviour,		4
1	Hormagaunt	Scything talons,		Bounding Leap, Instinctive Behaviour,		4
2	Ravener	Scything talons,		Instinctive Behaviour,		15
2	Ravener	Scything talons,		Instinctive Behaviour,		15
2	Ravener	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
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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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

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	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: ☐

1 / 2

25 Points

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: ☐

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:

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.

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.				

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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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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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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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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.				

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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.				

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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.				

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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.				

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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.				

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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".
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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				
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:

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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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				
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				
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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