COMMAND ROSTER

PLAYER NAME FACTION Tyranids

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
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	Scything talons,		Instinctive Behaviour,		15
2	Ravener	Scything talons,		Instinctive Behaviour,		15
2	Ravener	Scything talons,		Instinctive Behaviour,		15

1/2									24	Point
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	М	elee	User	-2		1	bonesw additio	lel armed ords can onal attacl the Figh	make 1 c with
Venom cannon	36"		sault O3	8	-2	I	D3		-	
Flesh hooks	6"	Assa	ault 2	User	0		1	model, enemy n	1" of an o	enemy target ithin 1"
Abilities:										
	7770 4	NIIDS.		automatic	ally nace	Nerve	toctc m	L:1 - 4L	1.1.1.	12" of
Synapse	IYKA	.111131		my friend					ire withii	112 01
Synapse Shadow in the Warp		1 from	any psy	ny friend chic tests	lly model made for	s with enemy	this ab		in 18″ of	
Shadow in the Warp		1 from wit	any psy	ny friend chic tests	lly model made for	s with enemy	this ab	ility. ERS with	in 18″ of	
Shadow in the Warp Specialism:	Subract Leader	1 from wit g as this	any psy th this a model	ony friend vehic tests bility. TY	lly model made for RANID	s with enemy S PSYF	this about PSKY ERS and ot shak	ility. ERS with	in 18" of ected. ain an ad	`a mode
Shadow in the	Subract Leader As long	1 from wit g as this	any psy th this a model Comma	nny friend ychic tests bility. TY is on the l	lly model made for RANID pattlefield at the beg	s with enemy S PSYF I and n	this abi PSKY ERS an ot shak of the l	ility. ERS with re not affe en, you ga	in 18" of ected. ain an ade	`a mode
Shadow in the Warp Specialism: Resourceful	Subract Leader As long	1 from wit g as this	any psy th this a model Comma	nny friend ychic tests bility. TY is on the l	lly model made for RANID pattlefield at the beg	s with enemy S PSYF I and n	this abi PSKY ERS an ot shak of the l	ility. ERS with re not affe en, you ga pattle roun	in 18" of ected. ain an ada nd. New Re	`a modo ditiona cruit: [
Shadow in the Warp Specialism: Resourceful Experience:	Subract Leader As long	1 from wit g as this	any psy th this a model Comma	nny friend ychic tests bility. TY is on the l	lly model made for RANID pattlefield at the beg	s with enemy S PSYF I and n	this abi PSKY ERS an ot shak of the l	ility. ERS with re not affe en, you ga pattle roun	in 18" of ected. ain an ada nd. New Re	a mode ditiona cruit: [
Shadow in the Warp Specialism: Resourceful Experience:	Subract Leader As long	1 from with the wind wind with the wind wind with the wind wind wind with the wind wind wind wind wind wind wind wind	any psy th this a model Commai	ny friend ychic tests bility. TY is on the l nd Point a Ilesh Wou	lly model made for RANID coattlefield at the beg unds:	s with renemy S PSYF d and n inning	this about PSKY ERS and ot shak of the l	ility. ERS with re not affe en, you ga outtle rour scence:	in 18" of octed. ain an adond. New Re	`a mode
Shadow in the Warp Specialism: Resourceful Experience: / 2 NAME Tyranid Warrior	Subract Leader As long	1 from with with with with with with with with	any psy th this a model Comman	nny friend ychic tests bility. TY is on the l and Point a Elesh Wou	Ily model made for RANID Dattlefield at the beg ands:	s with enemy S PSYF	this about PSKY CERS and ot shak of the loonvales	ility. ERS with re not affeen, you goottle rour scence:	in 18" of ected. ain an addind. New Re	a mode ditional cruit: E Point MAX
Shadow in the Warp Specialism: Resourceful Experience:	Subract Leader As long M 6"	1 from with with the	any psy th this a model Commai	nny friend ychic tests bility. TY is on the l and Point a Flesh Wou	Ily model made for RANID coattlefield at the beg unds:	s with enemy S PSYF	this about PSKY PSKY CERS and ot shak of the land onvales	ility. ERS with re not affeen, you goottle rour scence:	in 18" of exted. ain an addend. New Re 20 SV 4+	a mode ditional cruit: E Point MAX
Shadow in the Warp Specialism: Resourceful Experience: / 2 NAME Tyranid Warrior WEAPON	Subract Leader As long M 6"	1 from with the state of the st	any psy th this a model Comman	nny friend ychic tests bility. TY is on the l nd Point a Clesh Wou	Ily model made for RANID coattlefield at the beg unds: T 4 AP	s with enemy S PSYF	this above PSKY PSKY CERS are ot shak of the later of the	en, you gooattle rour Scence:	in 18" of octed. ain an addend. New Res 20 \$V 4+ BILITIES - pon can 1 1" of an action and can	ditional cruit: E Point MAX be firedenemy target ithin 1'

TYRANIDS models automatically pass Nerve tests while they are within 12" of

any friendly models with this ability.

Subract 1 from any psychic tests made for enemy PSKYERS within 18" of a model with this ability. TYRANIDS PSYKERS are not affected.

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.

Synapse

Shadow in the Warp

Specialism:

Scanner

Comms

1/2									11	Points
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Rending claws	Melee	M	elee	User	-1		1	wound r	on, that l	for this
Acid Maw	Melee	M	elee	User	-3		1		-	
Scything talons	Melee	M	elee	User	0		1	bearer has pair of so can ma attack wit	s weapor as more t cything t de 1 add	n. If the han one alons, it itional
Abilities:										
Lightning Reflexes			Ί	This mode	l has a 5+	-invu	nerabl	e save.		
Swift and Deadly			You ca	an re-roll f	ailed cha	rge ro	lls for t	his model		
Specialism:	Combat	t								
Expert Fighter Experience:				d 1 to this Flesh Wou				cteristic.	New Re	cruit: 🗆
1 / 2									25	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Lictor	9"	2+	4+	6	4	4	3	9	5+	-
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Flesh hooks	6"	Assa	ult 2	User	0		1	within model	pon can 1" of an , and can nodels w	enemy target

1/2										25	Points
NAME	M	WS	BS	S	Ţ	W		A	LD	SV	MAX
Lictor	9"	2+	4+	6	4	4	3	3	9	5+	-
WEAPON	RANGE	TYP	E	S	AP		D		A	BILITIES	
Flesh hooks	6"	Assau	lt 2	User	0		1		model, enemy m	1" of an e and can	nemy target thin 1"
Grasping talons	Melee	Mel	ee	User	-1		2			-	
Rending claws	Melee	Mel	ee	User	-1		1		wound r	on, that h	for this it is
Abilities:											
Chameleonic Skin				nakes a hi bscured,							
Specialism:	Veteran	l									
Grizzled	This r	nodel ig	nores	penalties	to its Lea	dershi	p cha	ract	eristic an	d Nerve	tests.
Experience: 🗆 🗆 🗖			□□ F	lesh Wou	nds: □ l		Conva	alesc	cence: 🗆	New Re	cruit: 🗆

IAME	NA	we	DC	c	т	W		I D		Point
NAME	M 8"	WS	BS	\$	3	W	A 2	LD	SV	MAX
Hormagaunt		4+	4+	3		1	2	5	6+	-
Scything talons	RANGE Melee		PE elee	S User	AP 0		1	You can	s weapoi	t rolls o n. If the han one
, 0								can ma	de 1 add	itional
\bilities:										
nstinctive Behaviour xperience: □□□	Unless th 1 from visible en	nis moo any hi nemy n a char	del is w t rolls r nodel, a ge agair	model pil- ithin 24" o nade for it and subtra ast any mo Flesh Wou	of a friend when sh act 2 from del other	ooting any c	NAPS g any ta harge r the near	E model, y rget other olls made rest enemy	rou musthan the for it if it model.	t subtra nearest t declare
										Point
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
VEAPON	RANGE		PE	S	AP	_	D		BILITIES	
Scything talons	Melee	M	elee	User	0		1	bearer h pair of s can ma attack wit	s weapon as more t cything t ide 1 add	n. If the han one alons, i itional
\bilities:										
nstinctive Behaviour	Unless th 1 from visible er	nis moo any hi nemy n a char	del is w t rolls r nodel, a ge agair	model pil- ithin 24" o nade for it and subtra ast any mo Flesh Wou	of a friend when sh act 2 from del other	ooting any c	NAPS g any ta harge r he near	E model, y rget other olls made rest enemy	you must than the for it if it model.	t subtra nearest t declare
									4	Point
IAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
VEAPON	RANGE	TY	PE	S	AP		D	ļ	BILITIES	
	Melee	М	elee	User	0		1	bearer h	s weapon as more t cything t ide 1 add	n. If the han one alons, i
Scything talons									th them o it fights.	each tim
										each tim
Abilities: Sounding Leap	V	Vhenev	ver this	model pil	es in or co	ondoli	dates, i		it fights.	

JAME	M	We	pe	c	Т	W		I D		Point
NAME	M	WS	BS	<u> </u>	2	W	A 2	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
Scything talons	RANGE Melee	M	elee	S User	0		D	You can i	s weapoi as more t	t rolls o n. If the han one
								attack wit	ide 1 add th them e it fights.	
Abilities:										
nstinctive Behaviour	Unless th 1 from visible er	nis moo any hi nemy n a charg	lel is wi t rolls n nodel, a ge again	ithin 24" o nade for it nd subtra st any mo	of a friend when sh ct 2 from del other	lly SY ooting any cl than t	NAPS g any ta harge r the near	t can move E model, y rget other olls made rest enemy escence:	rou must than the for it if it model.	subtra nearest t declare
									4	Point
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
VEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Scything talons	Melee	M	elee	User	0		1	bearer has pair of so can ma attack wit	s weapon as more t cything t ide 1 add	n. If the han one alons, i itional
\bilities:										
Bounding Leap	V	Vhenev	er this	model pil	es in or co	ondoli	dates, i	t can mov	e up to 6'	' .
Instinctive Behaviour xperience:	1 from visible er	any hi nemy n a charg	t rolls n 10del, a ge again	nade for it nd subtra st any mo	when sh ct 2 from del other	ooting any cl than t	g any ta harge r he near	E model, y rget other olls made rest enemy escence:	than the for it if it model.	nearest t declare
									4	Point
				_			_			
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
IAME Hormagaunt	8"	4+	4+	3	3	W 1	2	5	6+	MAX
IAME Hormagaunt			4+					5		MAX
Hormagaunt VEAPON	8"	4+ TY	4+	3	3		2	You can a 1 for thi bearer hapair of so can ma attack with	6+ ABILITIES re-roll hi s weapon as more to cything to ide 1 add	trolls on a lifther than one alons, it itional
Hormagaunt VEAPON Scything talons	8" RANGE	4+ TY	4+ PE	3 \$	3 AP		2 D	You can a 1 for thi bearer hapair of so can ma attack with	6+ ABILITIES re-roll hi s weapon as more t cything t de 1 add th them 6	trolls on a lifthen one alons, it
NAME Hormagaunt NEAPON Scything talons Abilities: Bounding Leap	8" RANGE	4+ TY	4+ PE	3 S	3 AP 0	1	2 D	You can a 1 for thi bearer hapair of so can ma attack with	6+ ABILITIES re-roll hi s weapon as more t cything t de 1 add th them e it fights.	max trolls on. If the han one alons, in itional
Hormagaunt WEAPON Scything talons Abilities:	8" RANGE Melee	4+ TY M	4+ PE elee	3 S User	3 AP 0	1 ondoli	2 D dates, i	You can a 1 for thi bearer h. pair of so can ma attack with	6+ BILITIES re-roll hi s weapon as more te cything to de 1 add th them e it fights.	MAX t rolls o If the han one alons, i itional each time

									_	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	ı	ABILITIES	
Scything talons	Melee	Me	lee	User	0		1	1 for the bearer h pair of s can ma attack wi	re-roll his weapor as more to cything to ade 1 adds th them e it fights.	n. If the han on alons, i itional
Abilities:									0	
Bounding Leap	ν	Vheneve	er this	model pile	es in or co	ondoli	idates, i	t can mov	e up to 6"	
Instinctive Behaviour Experience:	1 from visible er	any hit nemy m a charg	rolls n odel, a e again	nade for it nd subtra st any mo	when sh ct 2 from del other	ooting any c than t	g any ta harge r the near	E model, y rget other olls made rest enemy escence:	than the for it if it model.	nearest declar
L									4	Poin
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	ı	ABILITIES	
Scything talons	Melee	Me	lee	User	0		1	bearer h pair of s can ma attack wi	is weapor as more t cything t ade 1 add th them e it fights.	han on alons, i itional
Abilities:										
Bounding Leap	V	Vheneve	er this i	model pil	es in or co	ondoli	idates, i	t can mov	e up to 6"	
Instinctive Behaviour Experience:	1 from visible er	any hit nemy m a charg	rolls n odel, a e again	nade for it nd subtra st any mo	when sh ct 2 from del other	ooting any c than t	g any ta harge r the near	E model, y rget other olls made rest enemy escence:	than the for it if it model.	nearest declar
1									4	Poin
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	ı	BILITIES	
Scything talons	Melee	Me	lee	User	0		1	1 for the bearer h pair of s can ma attack wi	re-roll his s weapor as more t cything t ide 1 add th them e it fights.	n. If the han one alons, i itional
Abilities:									0	
Bounding Leap	V	Vhen <i>e</i> ve	er this	model pil	es in or co	ondoli	idates, i	t can mov	e up to 6"	
Instinctive Behaviour	Unless th	nis mod any hit nemy m	el is wi rolls n odel, a	ithin 24" o	of a friend when sh ct 2 from	ily SY ooting any c	NAPS g any ta harge r	E model, y rget other olls made	you must than the for it if it	subtra nearest

NAME	М	WS	BS	S	T	W	A	LD	SV	Point MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	IIIAA
WEAPON	RANGE		PE	S	AP	*	D		BILITIES	
Scything talons	Melee	Т	elee	User	0		1	You can r 1 for thi bearer ha pair of so can ma attack wit	re-roll hit s weapon as more th cything ta de 1 addi	. If the nan on lons, i tional
Abilities:									trigits.	
Bounding Leap	7	Whenev	ver this	model pil	es in or c	ondoli	dates, i	t can move	e up to 6"	
nstinctive Behaviour xperience: □□□	1 from visible e	any hi nemy n a char	t rolls n nodel, a ge again	nade for it and subtra ast any mo	when sh act 2 fron del other	nooting n any cl r than t	g any ta harge re he near	E model, y rget other olls made t rest enemy escence:	than the r for it if it model.	nearest declar
					_					Poin
NAME	M	WS	BS	\$	<u>T</u>	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
VEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Scything talons	Melee	M	elee	User	0		1	can ma	cything ta de 1 addi h them ea t fights.	tional
Abilities:										
Bounding Leap	7	Whenev	ver this	model pil	es in or c	ondoli	dates, i	t can move	e up to 6"	
Instinctive Behaviour Experience:	1 from visible e	any hi nemy n a char	t rolls n nodel, a ge again	nade for it and subtra ast any mo	when sh act 2 fron del other	nooting n any cl r than t	g any ta harge r he near	E model, y rget other olls made t rest enemy escence:	than the r for it if it model. New Re	nearest declar cruit: [
NAME	M	WS	BS	S	ī	W	A	LD	\$V	Poin MA)
NAME Ravener	12"	3+	4+	4	4	3	4	5	5+	WAA
						3				
NEAPON Scything talons	Melee	Т	elee	User	0		1	You can r 1 for thi bearer ha pair of so can ma attack wit	s weapon as more th cything ta de 1 addi h them ea	. If the nan on lons, i tional
Abilities:								1	t fights.	
	Unless t	his moo	del is w	ithin 24" o	of a frien	dlv SY	NAPS	E model, y	ou must	subtra

NAME	М	WS	BS	S	T	W		A	LD	SV	MAX
Ravener	12"	3+	4+	4	4	3	Т	4	5	5+	-
WEAPON	RANGE	TYF	PE	S	AP		D		A	BILITIES	
Scything talons	Melee	Me	elee	User	0		1	: E	l for thi bearer ha bair of so can ma tack wit	re-roll hi s weapon as more t cything t de 1 add th them o it fights.	n. If the han on alons, i itional
Abilities:										Ü	
	1 from	any hit nemy m	rolls n odel, a	ithin 24" on ade for it and subtra ast any mo	when sl act 2 fron	nooting n any c	g any harg	targe e roll	et other s made	than the for it if i	nearest
Behaviour xperience: □□□	1 from visible er	any hit nemy m a charg	rolls n odel, a e again	nade for it ind subtra ist any mo	when sl act 2 fron del othe	nooting n any c r than	g any harg the n	targe e roll eares	et other s made i t enemy	than the for it if i model. New Re	nearest t declar ecruit: [
Rehaviour xperience: □□□	1 from visible er	any hit nemy m a charg	rolls n odel, a e again	nade for it ind subtra ist any mo	when sl act 2 fron del othe	nooting n any c r than	g any harg the n Conv	targe e roll eares	et other s made i t enemy	than the for it if i model. New Re	nearest t declar
Sehaviour xperience: □□□	1 from visible ei	any hit nemy m a charg □□□□	rolls n odel, a e again □□ F	nade for it ind subtra ist any mo Ilesh Wou	when sl act 2 from del other ands:	nooting n any c r than	g any harg the n Conv	targe e roll eares alesce	et other s made: t enemy ence:	than the for it if in model. New Re	nearest t declar ecruit: [Poin
Sehaviour xperience: NAME Ravener	1 from visible en	any hit nemy m a charg	rolls nodel, a e again	nade for it ind subtra ist any mo Flesh Wou	when sl act 2 from del other ands:	nooting n any c r than	g any harg the n Conv	targo e roll eares alesco	et other s made : t enemy ence:	than the for it if it model. New Re	nearest t declar ecruit: [Point MAX
Instinctive Behaviour Experience: NAME Ravener WEAPON Scything talons	1 from visible en	any hit nemy m a charg UUU WS 3+	rolls n odel, a e again BS 4+	nade for it and subtra ast any mo Flesh Wou S	when slot 2 from del other nds:	nooting n any c r than	g any harg the n Conv	targe roll e roll A 4 Y E	et other s made: t enemy ence: LD 5 A You can it for thi bearer habair of so can ma tack with	than the for it if it model. New Ro	Point MAX trolls c n. If the han on alons, i itional

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

Instinctive Behaviour