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
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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

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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	Τ۱	/PE	S	AP		D	A	BILITIES	
Boneswords	Melee	М	elee	User	-2		1	boneswe additio	del armed ords can nal attac the Figh	make 1 k with
Venom cannon	36"		sault O3	8	-2		D3		-	
Flesh hooks	6"	Assa	ault 2	User	0		1	model, enemy me	1" of an and can	enemy target hin 1″
Abilities:										
			1.1	autamati.	cally pass	Nerve	tests w	hile they a	re withir	n 12" o
Synapse	TYRA	NIDS 1				ls with		•	ire within	
Shadow in the		1 from	any psy	any friend chic tests	dly mode made fo	r enem	this ab y PSKY	•	in 18" of	
Shadow in the Warp		1 from	any psy	any friend chic tests	dly mode made fo	r enem	this ab y PSKY	ility. ÆRS with	in 18" of	
Shadow in the Warp Specialism: Resourceful Experience:	Subract Leader As long	1 from wit as this	any psy h this al model Commai	any frience chic tests bility. TY is on the b	dly mode made fo RANID pattlefield at the beg	r enem S PSYI d and n ginning	this ab y PSKY XERS a ot shak of the	ility. ÆRS with	ain 18″ of ected. ain an ad nd. New Re	ditiona
Shadow in the Warp Specialism: Resourceful Experience:	Subract Leader As long	1 from wit	any psy h this al model Commai	any frience rehic tests bility. TY is on the l nd Point a Flesh Wou	nade for RANID coattlefield at the beguinds: □	r enem. S PSYR d and n gjinning	this ab y PSKY XERS a ot shak g of the	ility. TERS with re not affe en, you ga battle rou scence:	iin 18" of octed. ain an ada nd. New Re	a moc ditiona cruit:
Shadow in the Warp Specialism: Resourceful Experience:	Subract Leader As long	1 from wit as this	any psy h this al model Commai	any frience chic tests bility. TY is on the b	dly mode made fo RANID pattlefield at the beg	r enem S PSYI d and n ginning	this ab y PSKY XERS a ot shak of the	ility. ZERS with re not affe ten, you ga battle rou	ain 18″ of ected. ain an ad nd. New Re	a mod
Shadow in the Warp Specialism: Resourceful experience: □□□ / 2 NAME Tyranid Warrior	Subract Leader As long	1 from wit g as this C	any psy h this al model Comman	any frience rechic tests bility. TY is on the b and Point a Flesh Wou	made fo made fo RANID pattlefield at the beg ands:	r enem S PSYF d and n ginning	this ab y PSKY XERS a ot shak g of the Convaled	ility. YERS with re not affecten, you gas battle rou scence:	nin 18" of octed. nin an addind. New Re 20	a mooditiona
Shadow in the Warp Specialism: Resourceful Experience: / 2 NAME Tyranid Warrior NEAPON	Subract Leader As long M 6"	1 from wit g as this G	any psy h this al model Comman	any frience rehic tests bility. TY is on the band Point a Flesh Wou	made for RANID partiefiel at the begunds:	r enem S PSYF d and n ginning	this ab y PSKY XERS a ot shak g of the Convales	ility. YERS with re not affecten, you gas battle rou scence:	nin 18" of ected. nin an addind. New Res 20 \$V	a moc ditiona cruit:
Shadow in the Warp Specialism: Resourceful Experience: / 2 NAME Tyranid Warrior WEAPON Devourer	Subract Leader As long M 6" RANGE	1 from with with the	any psy h this al model Comman	any friend ychic tests bility. TY is on the b and Point a Flesh Wou	made for RANID coattlefield at the beguinds:	r enem S PSYF d and n ginning	this ab y PSKY CERS a ot shak t of the convales	ility. TERS with re not affecten, you gate, y	nin 18" of octed. nin an addind. New Res 20 SV 4+ BILITIES pon can 1" of an and and can	Poin MAN be fire enemy target hin 1"
Synapse Shadow in the Warp Specialism: Resourceful Experience: / 2 NAME Tyranid Warrior WEAPON Devourer Flesh hooks	Subract Leader As long M 6" RANGE 18"	1 from wit g as this C WS 3+ The Assa	any psy h this all model Comman BS 4+ (PE ault 3	any friend rechic tests bility. TY is on the b and Point a Flesh Wou	made for RANID partiefield the beginds:	r enem S PSYF d and n ginning	this ab y PSKY XERS a ot shak y of the convales	ility. ZERS with re not affecten, you go battle rou scence: LD 9 The wea within model, enemy me frier A mode boneswe additio	nin 18" of octed. New Re 20 SV 4+ BILITIES pon can 1" of an and can odels with	Fa moccorditions and the second secon

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.

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

Shadow in the Warp

Specialism:

Scanner

Comms

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGE	TY	PE	S	AP		D		ABILITIES	
Rending claws	Melee	М	elee	User	-1		1	wound weapon,	time you n roll of 6+ that hit is n an AP of	for this resolved
Acid Maw	Melee	Me	elee	User	-3		1		-	
Scything talons	Melee	М	elee	User	0		1	1 for the bearer he pair of se can m	a re-roll hit his weapon has more the scything to ade 1 addi hith them e it fights.	n. If the nan one alons, it tional
Abilities:										
Lightning Reflexes			Ί	Γhis mode	l has a 5+	· invul	nerab	le save.		
Swift and Deadly			You c	an re-roll	failed cha	rge ro	lls for	this mode	1.	
Specialism:	Combat	:								
Expert Fighter Experience: □□□								escence:] New Re	cruit: □
1/2				_	_					Point
NAME	M 9"	WS	BS	<u>\$</u>	T	W	A		SV	MAX
Lictor	•	2+	4+	6	4	4	3		5+	-
WEAPON	RANGE	IY	PE	S	AP		D		ABILITIES	L - C J
Flesh hooks	6"	Assa	ult 2	User	0		1	within mode enemy n	apon can in a man in	enemy target hin 1" o
Grasping talons	Melee	Me	elee	User	-1		2		-	
Rending claws	Melee		elee	User	-1		1		ime you n roll of 6+	

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.

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

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

Abilities: Chameleonic

Specialism:Grizzled

Skin

weapon, that hit is resolved with an AP of -4.

Hormagaunt 8" 4+ 4+ 3 3 1 2 5 6+ WEAPON RANGE TYPE S AP D ABILITIES Seything talons Melee Melee User 0 1 1					_	_						Poin
WEAPON RANGE TYPE S AP D ABILITIES Seything talons Melee Melee User 0 1 Instinctive Behaviour Unless this model is within 24° of a friendly SYNAPSE model, you must subtract 2 from any charge ralphane attack with theme and it fights. Abilities: Bounding Leap Unless this model is within 24° of a friendly SYNAPSE model, you must subtract 2 from any charge rolls made for it if it deck charge against any model other than the near set enemy model. Type S AP D ABILITIES Seything talons Melee Melee User 0 1 Whenever this model piles in or condolidates, it can move up to 6°. A Poi Seything talons Melee Melee User 0 1 Instinctive Behaviour Seything talons attack with theme and it fights. Abilities: Bounding Leap Unless this model is within 24° of a friendly SYNAPSE model, you must subtract 2 from any charge rolls made for it if it deck active with theme and it fights. Abilities: Bounding Leap Unless this model is within 24° of a friendly SYNAPSE model, you must subtract 2 from any charge rolls made for it if it deck with theme and it fights. Abilities: Bounding Leap Unless this model is within 24° of a friendly SYNAPSE model, you must subtract 2 from any charge rolls made for it if it deck charge against any model other than the nearest enemy model. Charge against any model other than the nearest enemy model. Seything talons can made 1 addition attack with theme ach it fights. Abilities: Bounding Leap Whenever this model piles in or condolidates, it can move up to 6°. NAME M WS BS S T W A LD SW M Hormagaunt 8" 4+ 4+ 3 3 1 2 5 6+ WEAPON RANGE TYPE S AP D ABILITIES You can re-roll hit roll in for this weapon. If bear and the near set enemy model. The pair of scything talon can made 1 addition attack with theme ach it fights. 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 subtract 2 from any charge rolls made for it when shooting any target other than the near bear and the pair of scything	NAME 	M	WS	BS	S	T	W			LD	SV	MAX
Scything talons Melee	Hormagaunt	8"	4+	4+	3	3	1	2	2.	5	6+	-
Scything talons Melee	WEAPON	RANGE	T	YPE	S	AP		D				
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 subt 1 from any hit rolls made for it when shooting any target other than the near stienemy model, and subtract 2 from any charge rolls made for it if it deck charge against any model other than the nearest enemy model. Experience: □□□□□□□ Flesh Wounds: □□□□□□ New Recruit **A Poi NAME	Scything talons	Melee	N	Selee	User	0		1	be pa	for the earer hair of se can ma	is weapo as more t scything t ade 1 add th them	n. If the chan on calons, i litional each tin
Unless this model is within 24° of a friendly SYNAPSE model, you must subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model, and subtract 2 from any charge rolls made for it if it deck charge against any model other than the nearest enemy model. A Poi	Abilities:											
Unless this model is within 24° of a friendly SYNAPSE model, you must subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model, and subtract 2 from any charge rolls made for it if it deck charge against any model other than the nearest enemy model. **REAPON** **REAPON** **REAPON** **REAPON** **REAPON** **REAPON** **Melee** **Melee** **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 subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model. **REAPON** **REAPON** **REAPON** **REAPON** **REAPON** **Melee** **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 subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model. **REAPON** **REAPO		7	Whene	ver this	model pi	les in or c	ondol	idates.	it ca	n mov	e up to 6	-"
MAME M WS BS S T W A LD SV M Hormagaunt 8" 4+ 4+ 3 3 1 2 5 6+ NEAPON RANGE TYPE S AP D ABILITIES Southing talons Melee Melee User 0 1 pair of scything talon can made 1 addition attack with them each it fights. 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 subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model, and subtract 2 from any charge rolls made for it if it declar charge against any model other than the nearest enemy model. Experience:	Behaviour	Unless the 1 from visible en	his mo any hi emy n charg	odel is w t rolls n nodel, a ge again	ithin 24" nade for it nd subtra st any mo	of a frien t when sh ct 2 from del other	dly SY ooting any c than t	NAPS g any t harge : the nea	SE mo arget rolls r arest o	odel, y other nade f	you must than the for it if it y model.	subtra nearest declare
Hormagaunt 8" 4+ 4+ 3 3 1 2 5 6+ WEAPON RANGE TYPE S AP D ABILITIES Sorthing talons Melee Melee User 0 1 pair of scything talon can made 1 addition attack with them each it fights. Abilities: Bounding Leap Unless this model is within 24" of a friendly SYNAPSE model, you must subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model, and subtract 2 from any charge rolls made for it if it declar charge against any model other than the nearest enemy model. Experience: Flesh Wounds: Convalescence: New Recruitable Name M WS BS T W A LD SV M Hormagaunt 8" 4+ 4+ 3 3 1 2 5 6+ WEAPON RANGE TYPE S AP D ABILITIES Sorthing talons Melee Melee User 0 1 pair of scything talon can made 1 addition attack with them each it fights. 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 subt 1 from any hit rolls made for it when shooting any target other than the near											4	Poin
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Scything talons Melee Melee User O 1 1 for this weapon. If bearer has more than a pair of scything talon can made 1 addition attack with them each it fights. 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 subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model, and subtract 2 from any charge rolls made for it if it declarates against any model other than the nearest enemy model. Experience: Values this model is within 24" of a friendly SYNAPSE model, you must subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model, and subtract 2 from any charge rolls made for it if it declarates against any model other than the nearest enemy model. Experience: Values this model is within 24" of a friendly SYNAPSE model, you must subt 1 from any hit rolls model piles in or condolidates, it can move up to 6". Unless this model is within 24" of a friendly SYNAPSE model, you must subt 1 from any hit rolls made for it when shooting any target other than the near	Hormagaunt	8"	4+	4+	3	3	1	2	2	5	6+	-
Scything talons Melee Melee User O 1 for this weapon. If bearer has more than a pair of scything talon can made 1 addition attack with them each it fights. 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 subtract 2 from any hit rolls made for it when shooting any target other than the near visible enemy model, and subtract 2 from any charge rolls made for it if it declar charge against any model other than the nearest enemy model. Experience: Values this model is within 24" of a friendly SYNAPSE model, you must subtract 2 from any charge rolls made for it if it declar charge against any model other than the nearest enemy model. Apoint	WEAPON	RANGE	T	YPE	S	AP		D			ABILITIES	3
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 subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model, and subtract 2 from any charge rolls made for it if it declar charge against any model other than the nearest enemy model. Experience: The shade of the charge against any model other than the nearest enemy model. The shade of the charge against any model other than the nearest enemy model. The shade of the charge against any model other than the nearest enemy model. The shade of the charge against any model other than the nearest enemy model. The shade of the charge against any model other than the nearest enemy model. The shade of the charge against any model other than the nearest enemy model. The shade of the charge against any model other than the neare and the charge against any model other than the neare and the charge against any model of the charge against against against against aga	Scything talons	Melee	M	[elee	User	0		1	be pa	arer h air of s an ma	as more to scything to ade 1 add th them	than on talons, i litional each tir
Unless this model is within 24" of a friendly SYNAPSE model, you must subt 1 from any hit rolls made for it when shooting any target other than the near visible enemy model, and subtract 2 from any charge rolls made for it if it declar charge against any model other than the nearest enemy model. Experience:	Abilities:											
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NAME M WS BS S T W A LD SV M Hormagaunt 8" 4+ 4+ 3 3 1 2 5 6+ WEAPON RANGE TYPE S AP D ABILITIES Scything talons Melee Melee User 0 1 pair of scything talon can made 1 addition attack with them each it fights. 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 subt 1 from any hit rolls made for it when shooting any target other than the near	Instinctive Behaviour	1 from visible en	any hi emy n charę	t rolls n nodel, a ge again	nade for it nd subtra st any mo	t when sh ct 2 from del other	ooting any c than t	g any t harge i the nea	arget rolls 1 trest 6	other nade i	than the for it if it model.	nearest declare
Hormagaunt 8" 4+ 4+ 3 3 1 2 5 6+ WEAPON RANGE TYPE S AP D ABILITIES You can re-roll hit roll 1 for this weapon. If bearer has more than a pair of scything talons attack with them each it fights. 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 subton 1 from any hit rolls made for it when shooting any target other than the near	Experience:				riesh wo	unas: 🗀		Jonva	iescei	ıce: ∟	I New Ko	ecruit:
Hormagaunt 8" 4+ 4+ 3 3 1 2 5 6+ WEAPON RANGE TYPE S AP D ABILITIES You can re-roll hit roll 1 for this weapon. If bearer has more than bearer has more than can made 1 addition attack with them each it fights. 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 subt 1 from any hit rolls made for it when shooting any target other than the near	L										4	Poin
WEAPON RANGE TYPE S AP D ABILITIES You can re-roll hit roll 1 for this weapon. If bearer has more than a bearer has more than a can made 1 addition can made 1 addition attack with them each it fights. 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 subt 1 from any hit rolls made for it when shooting any target other than the near			WS	BS			W		_		SV	MAX
Scything talons Melee Melee User 0 1 pair of scything talon attack with them each it fights. 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 subt 1 from any hit rolls made for it when shooting any target other than the near	Hormagaunt	8"	4+	4+	3	3	1	2	2	5	6+	-
Scything talons Melee Melee User 0 1 for this weapon. If bearer has more than a pair of scything talon can made 1 addition attack with them each it fights. 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 subton 1 from any hit rolls made for it when shooting any target other than the near	WEAPON	RANGE	T	YPE	S	AP		D			ABILITIES	3
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 subtouch 1 from any hit rolls made for it when shooting any target other than the near	Scything talons	Melee	N	S elee	User	0		1	be pa	for the arer hair of s can ma	is weapo as more t scything t ade 1 add th them	n. If the chan on calons, i litional each tin
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 subt 1 from any hit rolls made for it when shooting any target other than the near	Abilities:										6	
Unless this model is within 24" of a friendly SYNAPSE model, you must subt Instinctive 1 from any hit rolls made for it when shooting any target other than the near		7	Whene	ver this	model pi	les in or c	ondol	idates	it ca	n mov	re up to 6	
charge against any model other than the nearest enemy model.		Unless the	his mo any hi emy n	odel is w t rolls n nodel, a	ithin 24" nade for it nd subtra	of a frien t when sh ct 2 from	dly SY ooting any c	NAPS g any t harge	SE mo arget rolls 1	odel, y other nade i	ou must than the for it if it	subtra

1											Poin
NAME	M	WS	BS	S	T	W		١_	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	2	5	6+	-
WEAPON	RANGE	Ţ	YPE	S	AP		D			ABILITIES	
Scything talons	Melee	M	S elee	User	0		1	a	bearer ha pair of s can ma attack wi	is weapo as more t cything t ade 1 add	n. If the than on talons, i litional each tir
Abilities:											
Bounding Leap	7	Whene	ver this	model pi	les in or c	ondol	idates,	, it	can mov	re up to 6	5".
Instinctive Behaviour Experience: □□□	1 from visible en	any hi iemy n charę	t rolls n nodel, a ge again	vithin 24" nade for it nd subtra st any mo Flesh Wor	t when sh ct 2 from del other	ooting any c than t	g any t harge i he nea	arg rol are	get other ls made f st enemy	than the for it if it model.	neares declare
L										4	Poin
NAME	M	WS	BS	S	T	W	A	١	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	2	5	6+	-
WEAPON	RANGE	Ī	YPE	S	AP		D		ļ	ABILITIES	3
Scything talons	Melee	M	I elee	User	0		1	a	bearer h pair of s can ma attack wi	cything i ide 1 add	than on talons, i litional each tir
Abilities:											
Bounding Leap	7	Whene	ver this	model pi	les in or c	ondol	idates,	, it	can mov	re up to 6	ó".
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1										4	Poin
NAME	M	WS	BS	S	T	W	A	١_	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	2	5	6+	-
WEAPON	RANGE	Ţ	YPE	S	AP		D		ļ	ABILITIES	3
Scything talons	Melee	M	S elee	User	0		1		bearer ha pair of s can ma attack wi	is weapo as more t cything t ade 1 add	n. If the than on talons, i litional each tir
Abilities:											
Bounding Leap	7	Whene	ver this	model pi	les in or c	ondol	idates,	, it	can mov	e up to 6	5".
Instinctive Behaviour	Unless t	his mo any hi iemy n	odel is w t rolls n nodel, a	vithin 24" nade for it .nd subtra .st any mo	of a frien t when sh ct 2 from	dly SY ooting any c	NAPS g any t harge i	SE arg	model, y get other ls made f	ou must than the or it if it	subtra
Experience: 🗆 🗆 🗖				Flesh Wo							ecruit: l

NAME				_							Poin
NAME 	M	WS	BS	S	T	W	A		LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2		5	6+	-
Scything talons	Melee		YPE [elee	S User	0		1	1 f bea pai	u can for th arer h ir of s	re-roll hi is weapon as more t cything t	t rolls on. If the han on alons, i
										ide 1 add th them o it fights.	
Abilities:											
Sounding Leap Instinctive Behaviour xperience: □□□	Unless t 1 from visible en	his mo any hi nemy n charg	del is wi t rolls m nodel, ar ge agains	model pil ithin 24" of nade for it nd subtract st any mod Flesh Wou	of a friend when sho ct 2 from del other	dly SY ooting any cl than t	NAPS gany ta harge r he nea	E mo arget o olls m rest e	del, y other nade f nemy	ou must than the for it if it model.	subtra neares declare
										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	T	YPE	S	AP		D			ABILITIES	
Scything talons	Melee	М	[elee	User	0		1	bea pai ca	arer h ir of s an ma	is weapon as more t cything t ade 1 add th them o it fights.	han on alons, i itional
Abilities:											
Bounding Leap	7	Whene	ver this	model pil	es in or c	ondol	idates.	it can	mov	re up to 6	".
				ithin 24" o	of a friend	•					subtra
Instinctive Behaviour	visible en	nemy n	nodel, ar ge agains	nd subtractions and subtractions and subtractions and subtractions are subtractions and subtractions and subtractions are subtractions and subtractions are sub	del other	any cl than t	harge r he nea	olls m rest e	nade f nemy	or it if it model.	declare
Behaviour	visible en	nemy n	nodel, ar ge agains	nd subtractions and subtractions and subtractions and subtractions are subtractions and subtractions and subtractions are subtractions and subtractions are sub	ct 2 from del other	any cl than t	harge r he nea	olls m rest e	nade f nemy	or it if it model.	declare
Behaviour Experience: □□□	visible en	nemy n	nodel, ar ge agains	nd subtractions and subtractions and subtractions and subtractions are subtractions and subtractions and subtractions are subtractions and subtractions are sub	ct 2 from del other	any cl than t	harge r he nea	olls m rest e	nade f nemy	for it if it model. New Re	declare cruit: l
Behaviour Experience: NAME	visible en	charg	nodel, ar ge agains	nd subtraction of the subtractio	ct 2 from del other unds: [any cl than t	harge r he nea Conval	olls m rest es escen	nade finemy	For it if it model. New Re	declare
	visible en	charg	nodel, ar ge agains □□□ I	nd subtrac st any moc Flesh Wou	ct 2 from del other ands: [any cl than t	harge r he nea Conval	olls m rest es escen	nade f nemy ce: □	for it if it model. New Re	declare cruit: l
Behaviour Experience: I NAME Hormagaunt WEAPON	wisible en	ws 4+	BS 4+	nd subtraction of sub	et 2 from del other ands: T 3	any cl than t	harge r he nea Conval	You 1 f bea	LD 5 u can for the	Tor it if it model. New Res 4 SV 6+ ABILITIES re-roll hi is weapon as more t	Poin MA) t rolls on. If the
Behaviour Experience: NAME Hormagaunt WEAPON	visible en	ws 4+	nodel, ar ge agains □□□ F BS 4+	nd subtraction of sub	ct 2 from del other ands: T 3	any cl than t	harge r he nea Conval	You 1 ft bezapai	LD 5 LD control the state of t	or it if it model. New Res 4 SV 6+ ABILITIES re-roll hi is weapon	Poin MA) t rolls on. If the han on alons, i itional
Experience: NAME Hormagaunt WEAPON Scything talons	wisible en	ws 4+	BS 4+	nd subtraction of sub	et 2 from del other ands: T 3	any cl than t	harge r he nea Conval	You 1 ft bezapai	LD 5 LD control the state of t	or it if it model. New Res 4 SV 6+ ABILITIES re-roll hi is weapon as more to cything to the did to the model.	Poin MA) t rolls on. If the han on alons, i itional
Behaviour Experience: I NAME Hormagaunt WEAPON Scything talons Abilities:	M 8" RANGE	WS 4+ T	BS 4+ YPE	nd subtraction of sub	et 2 from del other unds: T 3 AP	any cl	A 2 D	You 1 ft bear pair	LD 5 LD can can cor the dir of s an ma ck wi	or it if it model. New Res 4 SV 6+ ABILITIES re-roll hi is weapon as more t cything t the three cit fights.	Poin MA) t t rolls o t t rolls o and it that one of the control
Behaviour Experience: NAME Hormagaunt WEAPON Scything talons	M 8" RANGE Melee Unless t 1 from	WS 4+ T Whene whis mo any hi nemy n	BS 4+ YPE Lelee Ver this model, an model, and model,	nd subtract any moore stranger of the subtract any moore stranger of the subtract and subtract any moore stranger of the subtract and subtract any moore stranger of the subtract and subtract any moore stranger of the subtract any moore stranger of the subtract and subtrac	et 2 from del other ands: T 3 AP 0 des in or coof a friend when shoct 2 from	w 1 ondoldly SY any cl	A 2 D idates, NAPS g any ta harge r	You If bear attachit can be colls more than the can be collected as the can be collected a	LD 5 u cannot for the first of san mack with a move del, yet other nade f	Tor it if it model. New Reserve 4 SV 6+ ABILITIES re-roll hi is weapon as more to cything the thing th	Poin MA) t t rolls (han on, alons, i itional leach tir ". subtra- nearest

NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
WEAPON	RANGE	TV	/PE	S	AP		D	۸	BILITIES	
Scything talons	Melee		elee	User	0	Ī	1	You can 1 for thi bearer ha pair of so	re-roll hi s weapon as more t cything t de 1 add	t rolls on. If the han on alons, i
Abilities:									it fights.	
Bounding Leap	7	V71	.1 •	11 1		1 1:	1	t can mov		,
Instinctive Behaviour Experience:	1 from visible en	any hii emy m charg	t rolls n odel, a e agains	nade for it nd subtrac st any moc	when sho et 2 from del other	ooting any ch than th	any ta arge ro ne near	E model, yerget other oblis made for est enemy escence:	than the or it if it model.	neares declare
									4	Poin
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+	-
WEAPON	RANGE	ΤY	/PE	S	AP		D	A	BILITIES	
Scything talons	Melee	M	elee	User	0		1	attack wit	de 1 add	itional
Abilities:										
Bounding Leap Instinctive Behaviour Experience:	Unless the 1 from visible en	his mo any hit emy m charg	del is w t rolls n nodel, a e agains	ithin 24" of nade for it and subtract of any moo	of a friend when sho tt 2 from del other	dly SYN ooting any ch than th	NAPSI any ta arge ro ne near	t can move E model, yerget other folls made for est enemy	ou must than the or it if it model.	subtra neares declare
2									15	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Ravener	12"	3+	4+	4	4	3	4	5	5+	_
ica v ciici								_		
WEAPON	RANGE	T	/PE	S	AP		D	A	BILITIES	
	Melee		(PE	S User	0		1	You can 1 for thi bearer ha pair of so can ma attack wit	re-roll hi s weapon as more t cything t de 1 add th them e	t rolls on. If the han on alons, i
WEAPON								You can 1 for thi bearer ha pair of so can ma attack wit	re-roll hi s weapon as more t cything t de 1 add	t rolls on. If the han on alons, i

2										15	Point
NAME	M	WS	BS	S	Ţ	W	ļ	١	LD	SV	MAX
Ravener	12"	3+	4+	4	4	3	4	ŀ	5	5+	-
WEAPON	RANGE	TY	'PE	S	AP		D		A	BILITIES	
Scything talons	Melee	Мо	elee	User	0		1	1 be pa	for thi arer ha ir of so an ma ack wit	s weapons s more t cything t de 1 add	han one alons, it
Abilities:										0	
·	- C	1-:-	rolls m	nade for it	when sh	ooting	any t	arget	other t	than the	nearest
	visible en	emy m	odel, ar e agains	nd subtrac st any moc	et 2 from del other	than t	he nea	rolls r arest e	nade fo enemy	or it if it model. New Re	declares ecruit: □
Behaviour Experience: □□□ 2	visible en	emy m charge	odel, ar e agains l□□ I	nd subtrac st any moc Flesh Wou	ct 2 from del other unds: □ [than t	he nea	rolls r arest e lescer	nade fo enemy nce: □	or it if it model. New Re	declares ecruit: Point
Behaviour Experience: □□□ 2	visible en	emy m	odel, ar e agains	nd subtrac st any moc	et 2 from del other	than t	he nea	rolls r arest e lescer	nade fo enemy	or it if it model. New Re	declares ecruit: □
Behaviour Experience: C NAME	visible en	charge WS 3+	odel, and a gains	nd subtraction of stranger of the shade of t	et 2 from del other unds: [than t	he nea	rolls r arest e lescer	nade for enemy once:	or it if it model. New Re	declares ecruit: Point MAX -
Behaviour Experience: 2 NAME Ravener	wisible en	ws 3+	odel, ai e agains III IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	nd subtraction of the subtractio	et 2 from del other ands: I	than t	he nea	You have a controlled the controlled	LD 5 A Tu can be for this arer has are in a can mark with the can be	or it if it model. New Ro 15 SV 5+ BILITIES re-roll his s weapons more to cything to de 1 add	Point: MAX t rolls of n. If the han one alons, it
Behaviour Experience: 2 NAME Ravener WEAPON	wisible en	ws 3+	odel, and a gains odel, and a gains odel, and a gains of the second of the second odel, and a gain of the second odel, and a gain of the second odel, and a gain of the gain of	nd subtracts any moo	et 2 from del other ands: T 4 AP	than t	he nea	You have a controlled the controlled	LD 5 A Tu can be for this arer has are in a can mark with the can be	nor it if it model. New Ro 15 SV 5+ BILITIES re-roll his s weapons more to cything to de 1 add h them of	Point MAX t rolls of n. If the han one alons, it itional

Experience: