

## Nids 2k [1995pts]

## Army Roster [1995pts] (Xenos - Tyranids)

- Battle Size: Strike Force (2000 Point limit)
- Detachment: Invasion Fleet
- Show/Hide Options: Legends are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

NAME	ROLE	PTS	OPTIONS
The Swarmlord	Epic Hero	220	
Broodlord	Character	80	
Broodlord	Character	80	
Winged Hive Tyrant	Character	170	Warlord, Heavy venom cannon
(20) Gargoyles	Battleline	170	20x Gargoyles
(10) Hormagaunts	Battleline	65	10x Hormagaunts
(16) Termagants	Battleline	120	1x Termagant w/ Strangleweb 15x Termagants: Termagant spinefist
(16) Termagants	Battleline	120	1x Termagant w/ Strangleweb 15x Termagants: Fleshborer
(10) Genestealers	Infantry	140	10x Genestealer
(10) Genestealers	Infantry	140	10x Genestealer
(10) Genestealers	Infantry	140	10x Genestealer
(3) Tyranid Warriors with Ranged Bio-Weapons	Infantry	65	1x Tyranid Prime: Deathspitter 1x Tyranid Warrior: Venom cannon 1x Tyranid Warrior: Barbed strangler
Carnifexes	Monster	115	1x Carnifex: Bio-plasma, Carnifex scything talons, Heavy venom cannon
Carnifexes	Monster	115	1x Carnifex: Bio-plasma, Carnifex crushing claws, Stranglethorn cannon
Carnifexes	Monster	115	1x Carnifex: Bio-plasma, Carnifex crushing claws, Heavy venom cannon
Trygon	Monster	140	

220 PTS		THE SWARMLORD							
Models				Options					
1x The Swarmlord				Bone Sabres, Synaptic Pulse					
Unit		M	T	SV		W	LD	OC	
The Swarmlord		8"	10	2+		10	7+	3	
Ranged Weapons		Range	A	BS		S	AP	D	Keywords
Synaptic Pulse		18"	D6+3	N/A		5	-1	2	Psychic, Torrent
Melee Weapons		Range	A	WS		S	AP	D	Keywords
Bone Sabres		Melee	8	2+		9	-2	3	Twin-linked
Abilities		Description							
Hive Commander		At the start of your Command phase, if this model is on the battlefield, you gain 1CP							
Malign Presence (Aura)		If this model is your Warlord, each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.							
Domination of the Hive Mind (Aura)		While a friendly TYRANIDS unit is within 9" of this model, that unit is within your army's Synapse Range.							
Invulnerable Save (4+)		This model has a 4+ invulnerable save.							
Abilities		Description							
Leader		This model can be attached to the following unit: ■ TYRANT GUARD							
Rules		Deadly Demise D3, Shadow in the Warp, Synapse, Leader, Twin-linked, Torrent							
Categories		Character, Epic Hero, Faction: Tyranids, Great Devourer, Hive Tyrant, Monster, Psyker, Synapse, The Swarmlord							

80 PTS		BROODLORD										x2
Models				Options								
1x Broodlord				Broodlord Claws and Talons								
Unit		M	T		SV		W		LD		OC	
Broodlord		8"	5		4+		6		7+		1	
Melee Weapons		Range	A	WS	S	AP	D	Keywords				
Broodlord Claws and Talons		Melee	5	2+	6	-2	2	Devastating Wounds, Twin-linked				
Abilities		Description										
Vicious Insight		While this model is leading a unit, weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.										
Hypnotic Gaze (Psychic)		At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.										
Invulnerable Save (4+)		This model has a 4+ invulnerable save.										
Abilities		Description										
Leader		This model can be attached to the following unit: •GENESTEALERS										
Rules		Scouts 8", Synapse, Shadow in the Warp, Leader, Devastating Wounds, Twin-linked										
Categories		Broodlord, Character, Faction: Tyranids, Great Devourer, Infantry, Psyker, Synapse, Vanguard Invader										

170 PTS		WINGED HIVE TYRANT						
Models		Options						
1x Winged Hive Tyrant		Warlord, Tyrant talons, Heavy venom cannon						
Unit		M	T	SV	W	LD	OC	
Winged Hive Tyrant		12"	9	2+	10	7+	3	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Heavy venom cannon		36"	D3	2+	9	-2	3	Blast
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Tyrant talons		Melee	5	2+	7	-2	2	-
Abilities	Description							
Paroxysm (Psychic)	At the start of the Fight phase, you can select one enemy unit within 12" of and visible to this model and roll one D6: on a 1, this Psyker suffers D3 mortal wounds; on a 2+, until the end of the phase, subtract 1 from the Attacks characteristic of weapons equipped by models in that unit.							
Invulnerable Save (4+)	This model has a 4+ invulnerable save.							
Will of the Hive Mind	Once per battle round, one model from your army with this ability can use it when a friendly <b>TYRANIDS</b> unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.							
Rules	Deadly Demise D3, Deep Strike, Shadow in the Warp, Synapse, Blast							
Categories	Character, Faction: Tyranids, Fly, Great Devourer, Hive Tyrant, Monster, Psyker, Synapse, Vanguard Invader, Warlord, Winged Hive Tyrant							

170 PTS		GARGOYLES						
Models		Options						
20x Gargoyles		Blinding venom, Fleshborer						
Unit		M	T	SV	W	LD	OC	
Gargoyles (x20)		12"	3	6+	1	8+	2	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Fleshborer (x20)		18"	1	4+	5	0	1	Assault
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Blinding venom (x20)		Melee	1	4+	3	0	1	-
Abilities	Description							
Winged Swarm	In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.							
Rules	Synapse, Deep Strike, Assault							
Categories	Battleline, Endless Multitude, Faction: Tyranids, Fly, Gargoyles, Great Devourer, Infantry, Vanguard Invader							

65 PTS		HORMAGAUNTS						
Models				Options				
10x Hormagaunts				Hormagaunt talons				
Unit		M	T	SV	W	LD	OC	
Hormagaunts (x10)		10"	3	5+	1	8+	2	
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Hormagaunt talons (x10)		Melee	3	4+	3	-1	1	-
Abilities	Description							
Bounding Leap	This unit is eligible to declare a charge in a turn in which it Advanced.							
Rules	Synapse							
Categories	Battleline, Endless Multitude, Faction: Tyranids, Great Devourer, Hormagaunts, Infantry							

120 PTS		TERMAGANTS						
Models				Options				
1x Termagant w/ Strangleweb				Chitinous claws and teeth, Strangleweb				
15x Termagants				Chitinous claws and teeth, Termagant spinefist				
Unit		M	T	SV	W	LD	OC	
Termagants (x16)		6"	3	5+	1	8+	2	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Strangleweb		18"	D6	N/A	2	0	1	Assault, Devastating Wounds, Torrent
Termagant spinefist (x15)		12"	2	4+	3	0	1	Assault, Pistol, Twin-linked
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Chitinous claws and teeth (x16)		Melee	1	4+	3	0	1	-
Abilities	Description							
Skulking Horrors	Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".							
Rules	Synapse, Assault, Devastating Wounds, Torrent, Pistol, Twin-linked							
Categories	Battleline, Endless Multitude, Faction: Tyranids, Great Devourer, Infantry, Termagants							

120 PTS				TERMAGANTS												
Models					Options											
1x Termagant w/ Strangleweb					Chitinous claws and teeth, Strangleweb											
15x Termagants					Chitinous claws and teeth, Fleshborer											
Unit					M		T		SV		W		LD		OC	
Termagants (x16)					6"		3		5+		1		8+		2	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords								
Strangleweb		18"	D6	N/A	2	0	1	Assault, Devastating Wounds, Torrent								
Fleshborer (x15)		18"	1	4+	5	0	1	Assault								
Melee Weapons					Range			A	WS	S	AP	D	Keywords			
Chitinous claws and teeth (x16)					Melee			1	4+	3	0	1	-			
Abilities		Description														
Skulking Horrors		Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".														
Rules		Synapse, Assault, Devastating Wounds, Torrent														
Categories		Battleline, Endless Multitude, Faction: Tyranids, Great Devourer, Infantry, Termagants														

140 PTS		GENESTEALERS										x3
Models				Options								
10x Genestealer				Genestealers claws and talons								
Unit				M	T	SV		W		LD	OC	
Genestealers (x10)				8"	4	5+		2		7+	1	
Melee Weapons					Range		A	WS	S	AP	D	Keywords
Genestealers claws and talons (x10)					Melee		4	2+	4	-2	1	-
Abilities		Description										
Vanguard Predator		Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target is within range of one or more objective markers, re-roll a Wound roll 1 as well.										
Invulnerable Save (5+)		Models in this unit have a 5+ invulnerable save.										
Rules	Scouts 8", Synapse											
Categories	Faction: Tyranids, Genestealers, Great Devourer, Infantry, Vanguard Invader											

65 PTS		TYRANID WARRIORS WITH RANGED BIO-WEAPONS							
Models		Options							
1x Tyranid Prime		Tyranid Warrior claws and talons, Deathspitter							
1x Tyranid Warrior		Tyranid Warrior claws and talons, Venom cannon							
1x Tyranid Warrior		Tyranid Warrior claws and talons, Barbed strangler							
Unit		M	T	SV	W	LD	OC		
Tyranid Prime		6"	5	4+	3	7+	2		
Tyranid Warrior (x2)		6"	5	4+	3	7+	2		
Ranged Weapons		Range	A	BS	S	AP	D	Keywords	
Deathspitter		24"	3	4+	5	-1	1	-	
Venom cannon		36"	D3	4+	9	-2	2	Blast	
Barbed strangler		36"	D6+1	4+	6	-1	1	Blast	
Melee Weapons			Range	A	WS	S	AP	D	Keywords
Tyranid Warrior claws and talons (x3)			Melee	5	3+	5	-1	1	-
Abilities		Description							
Adaptable Predators		This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.							
Rules		Shadow in the Warp, Synapse, Blast							
Categories		Faction: Tyranids, Great Devourer, Infantry, Synapse, Tyranid Warriors with Ranged Bio-weapons							

115 PTS		CARNIFEXES								
Models		Options								
1x Carnifex		Chitinous claws and teeth, Bio-plasma, Carnifex scything talons, Heavy venom cannon								
Unit		M	T	SV		W		LD	OC	
Carnifex		8"	9	2+		8		8+	3	
Ranged Weapons		Range		A	BS	S	AP	D	Keywords	
Bio-plasma		12"		D3	4+	7	-2	1	Assault, Blast	
Heavy venom cannon		36		D3	4+	9	-2	3	Blast	
Melee Weapons		Range			A	WS	S	AP	D	Keywords
Chitinous claws and teeth		Melee			4	4+	6	0	1	-
Carnifex scything talons		Melee			6	4+	9	-2	3	-
Abilities		Description								
Blistering Assault		Each time an enemy unit is selected to shoot, after that unit has shot, if any models from this unit lost one or more wounds as a result of those attacks, this unit can make a Blistering Assault move. If it does, roll one D6, adding 2 to the result: each model in this unit can be moved a distance in inches up to the result, but this unit must finish that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. Each unit can only make one Blistering Assault move per phase.								
Rules		Deadly Demise 1, Synapse, Blast, Assault								
Categories		Carnifexes, Faction: Tyranids, Great Devourer, Monster								

115 PTS		CARNIFEXES						
Models		Options						
1x Carnifex		Chitinous claws and teeth, Bio-plasma, Carnifex crushing claws, Stranglethorn cannon						
Unit		M	T	SV		W	LD	OC
Carnifex		8"	9	2+		8	8+	3
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Bio-plasma		12"	D3	4+	7	-2	1	Assault, Blast
Stranglethorn cannon		36"	D6+1	4+	7	-1	2	Blast
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Chitinous claws and teeth		Melee	4	4+	6	0	1	-
Carnifex crushing claws		Melee	4	4+	12	-3	D6+1	-
Abilities		Description						
Blistering Assault		Each time an enemy unit is selected to shoot, after that unit has shot, if any models from this unit lost one or more wounds as a result of those attacks, this unit can make a Blistering Assault move. If it does, roll one D6, adding 2 to the result: each model in this unit can be moved a distance in inches up to the result, but this unit must finish that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. Each unit can only make one Blistering Assault move per phase.						
Rules		Deadly Demise 1, Synapse, Blast, Assault						
Categories		Carnifexes, Faction: Tyranids, Great Devourer, Monster						

115 PTS		CARNIFEXES						
Models		Options						
1x Carnifex		Chitinous claws and teeth, Bio-plasma, Carnifex crushing claws, Heavy venom cannon						
Unit		M	T	SV	W	LD	OC	
Carnifex		8"	9	2+	8	8+	3	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Bio-plasma		12"	D3	4+	7	-2	1	Assault, Blast
Heavy venom cannon		36	D3	4+	9	-2	3	Blast
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Chitinous claws and teeth		Melee	4	4+	6	0	1	-
Carnifex crushing claws		Melee	4	4+	12	-3	D6+1	-
Abilities		Description						
Blistering Assault		Each time an enemy unit is selected to shoot, after that unit has shot, if any models from this unit lost one or more wounds as a result of those attacks, this unit can make a Blistering Assault move. If it does, roll one D6, adding 2 to the result: each model in this unit can be moved a distance in inches up to the result, but this unit must finish that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. Each unit can only make one Blistering Assault move per phase.						
Rules		Deadly Demise 1, Synapse, Blast, Assault						
Categories		Carnifexes, Faction: Tyranids, Great Devourer, Monster						

140 PTS		TRYGON							
Models		Options							
1x Trygon		Bio-electric pulse, Trygon scything talons							
Unit	M	T	SV	W	LD	OC			
Trygon	10"	10	3+	14	8+	4			
Ranged Weapons		Range	A	BS	S	AP	D	Keywords	
Bio-electric pulse		12"	6	3+	5	0	1	Sustained Hits 2	
Melee Weapons		Range	A	WS	S	AP	D	Keywords	
Trygon scything talons		Melee	12	3+	9	-2	3	-	
Abilities		Description							
Subterranean Tunnels		In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can use a subterranean tunnel. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.							
Damaged: 1-5 Wounds Remaining		While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.							
Rules	Deep Strike, Synapse, Sustained Hits								
Categories	Faction: Tyranids, Great Devourer, Monster, Trygon, Vanguard Invader								

# Rules

## Army Roster (Xenos - Tyranids)

### Synapse

If your Army Faction is **TYRANIDS**, while a **TYRANIDS** unit from your army is within 6" of one or more friendly **SYNAPSE** models, that **TYRANIDS** unit is said to be within Synapse Range of that model and of your army. While a **TYRANIDS** unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

### Assault:

Weapons with **[ASSAULT]** in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with.

### Blast:

Weapons with **[BLAST]** in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

### Deadly Demise 1 / Deadly Demise D3:

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").

### Deep Strike:

During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.

### Devastating Wounds:

Weapons with **[DEVASTATING WOUNDS]** in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.

## Leader:

While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.

Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.

## Pistol:

Weapons with **[PISTOL]** in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a **MONSTER** or **VEHICLE** model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.

## Scouts 8":

Some units have 'Scouts x"' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x".

DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.).

A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

## Shadow in the Warp:

If your Army Faction is **TYRANIDS**, once per battle, in either player's Command phase, if one or more units from your army with this ability are on the battlefield, you can unleash the Shadow in the Warp. When you do, each enemy unit on the battlefield must take a Battle-shock test. Each time an enemy unit takes such a Battle-shock test, if it is within 6" of one or more Synapse units from your army, subtract 1 from that test.

**Sustained Hits:**

Weapons with **[SUSTAINED HITS X]** in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'

**Synapse:**

If your Army Faction is **TYRANIDS**, while a **TYRANIDS** unit from your army is within 6" of one or more friendly **SYNAPSE** models, that **TYRANIDS** unit is said to be within Synapse Range of that model and of your army. While a **TYRANIDS** unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

**Torrent:**

Weapons with **[TORRENT]** in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.

**Twin-linked:**

Weapons with **[TWIN-LINKED]** in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.