

## Incursion Fleet [995pts]

Army Roster [995pts] (Xenos - Tyranids)

- Battle Size: Incursion (1000 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	Warlord
Broodlord	Character	80	
Broodlord	Character	80	
Winged Hive Tyrant	Character	195	Adaptive Biology, Stranglethorn cannon
(10) Termagants	Battleline	60	1x Termagant w/ Strangleweb 9x Termagants: Fleshborer
(10) Genestealers	Infantry	140	10x Genestealer
(10) Genestealers	Infantry	140	10x Genestealer
(3) Tyrant Guard	Infantry	80	3x Tyrant Guard: Scything talons and rending claws

220 PTS		THE SWARMLORD								
Models	Options									
1x The Swarmlord	Warlord, 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, Warlord									

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									

195 PTS		WINGED HIVE TYRANT								
Models	Options									
1x Winged Hive Tyrant	Adaptive Biology, Tyrant talons, Stranglethorn 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			
Stranglethorn cannon	36"	D6+1	2+	7	-1	2	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.									
Adaptive Biology	<b>TYRANIDS</b> model only. The bearer has the Feel No Pain 5+ ability. At the start of any turn, if the bearer has fewer than its starting number of wounds remaining, until the end of the battle, it has the Feel No Pain 4+ ability instead.									
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, Winged Hive Tyrant									

60 PTS		TERMAGANTS								
Models	Options									
1x Termagant w/ Strangleweb	Chitinous claws and teeth, Strangleweb									
9x Termagants	Chitinous claws and teeth, Fleshborer									
Unit	M	T	SV	W	LD	OC				
Termagants (x10)	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 (x9)	18"	1	4+	5	0	1	Assault			
Melee Weapons	Range	A	WS	S	AP	D	Keywords			
Chitinous claws and teeth (x10)	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							x2
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	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.								
Predator									
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								

80 PTS		TYRANT GUARD						
Models	Options							
3x Tyrant Guard	Scything talons and rending claws							
Unit	M	T	SV	W	LD	OC		
Tyrant Guard (x3)	6"	8	3+	4	8+	1		
Melee Weapons	Range	A	WS	S	AP	D	Keywords	
Scything talons and rending claws (x3)	Melee	5	3+	5	-1	1	-	
Abilities	Description							
Guardian Organism	While a CHARACTER model is leading this unit, that Character has the Feel No Pain 5+ ability							
Rules	Synapse							
Categories	Faction: Tyranids, Great Devourer, Infantry, Tyrant Guard							

# 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 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.

## 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.

## 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.