

Nids, 1500 [1500pts]

Army Roster [1500pts] (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	Warlord
Broodlord	Character	95	Perfectly Adapted
Broodlord	Character	80	
Winged Hive Tyrant	Character	195	Adaptive Biology, Stranglethorn cannon
(10) Termagants	Battleline	60	1x Termagant w/ Strangleweb 9x Termagants: Fleshborer
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(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
Ripper Swarms	Swarm	25	1x Ripper Swarm
Carnifexes	Monster	115	1x Carnifex: Carnifex scything talons, Stranglethorn cannon
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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							

95 PTS		BROODLORD									
Models			Options								
1x Broodlord			Perfectly Adapted, 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.									
Perfectly Adapted		TYRANIDS model only. Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll, one Advance roll, one Charge roll or one saving throw made for the bearer									
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									

80 PTS		BROODLORD									
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 TYRANIDS 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	TYRANIDS 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										x3		
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 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											

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											

25 PTS		RIPPER SWARMS						
Models		Options						
1x Ripper Swarm		Chitinous claws and teeth						
Unit	M	T	SV	W	LD	OC		
Ripper Swarm	6"	2	6+	4	8+	0		
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Chitinous claws and teeth		Melee	6	5+	2	0	1	Sustained Hits 1
Abilities	Description							
Chitinous Horrors (Aura)	While an enemy unit is within Engagement Range of this unit, halve the Objective Control characteristic of models in that enemy unit.							
Rules	Deep Strike, Synapse, Sustained Hits 1							
Categories	Faction: Tyranids, Great Devourer, Harvester, Ripper Swarm, Swarm							

115 PTS		CARNIFEXES							x3
Models		Options							
1x Carnifex		Chitinous claws and teeth, Carnifex scything talons, 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	
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 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								
Categories	Carnifexes, Faction: Tyranids, Great Devourer, Monster								

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.

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 1:

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.