

Turniej (Warhammer 40,000 10th Edition) [2,000pts]

Army Roster (Xenos - Tyranids) [2,000pts]

Rules: *Synapse*

Configuration

Battle Size

Selections: 2. Strike Force (2000 Point limit)

Categories: CONFIGURATION

Detachment

Selections: Invasion Fleet

Categories: CONFIGURATION

Abilities: *Hyper Adaptions*

Abilities	Description	Ref
	At the start of the first battle round, select one of the following Hyper-adaptations to be active for Tyranids units from your army until the end of the battle:	
	SWARMING INSTINCTS Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Infantry or Swarm unit, that attack has the [SUSTAINED HITS 1] ability.	
Hyper Adaptions	HYPER-AGGRESSION Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Monster or Vehicle unit, that attack has the [LETHAL HITS] ability.	
	HIVE PREDATORS Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Character unit, if a Critical Hit is scored, that attack has the [PRECISION] ability.	

Show/Hide Options

Categories: CONFIGURATION

Epic Hero

Old One Eye [140pts]

Categories: EPIC HERO, MONSTER, CHARACTER, GREAT DEVOURER, OLD ONE EYE, FACTION: TYRANIDS

Rules: *Feel No Pain 5+, Leader, Synapse*

Abilities: *Alpha Leader, Leader, Unstoppable Monster*, **Melee Weapons:** ► *Old One Eye's claws and talons - Strike*, ► *Old One Eye's claws and talons - Sweep*, **Unit:** *Old One Eye*

Abilities	Description	Ref
Alpha Leader	While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.	
Leader	This model can be attached to the following unit: - CARNIFEXES	
Unstoppable Monster	At the start of each player's Command phase, this model regains up to D3 lost wounds.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
► Old One Eye's claws and talons - Strike	Melee	6	3+	14	-3	D6+1	-	
► Old One Eye's claws and talons - Sweep	Melee	12	3+	6	-1	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Old One Eye	8"	9	2+	9	8+	3	

The Swarmlord [240pts]

Selections: Warlord

Categories: EPIC HERO, CHARACTER, FACTION: TYRANIDS, MONSTER, THE SWARMLORD, GREAT DEVOURER, SYNAPSE, PSYKER, HIVE TYRANT, WARLORD

Rules: *Deadly Demise D3, Leader, Shadow in the Warp, Synapse, Torrent, Twin-linked*

Abilities: *Domination of the Hive Mind (Aura), Hive Commander, Invulnerable Save, Leader, Malign Presence,*

Melee Weapons: *Bone Sabres, Ranged Weapons:* *Synaptic Pulse, Unit:* *The Swarmlord*

Abilities	Description	Ref
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.	
Hive Commander	At the start of your Command phase, if this model is on the battlefield, you gain 1CP	
Invulnerable Save	This model has a 4+ invulnerable save.	
Leader	This model can be attached to the following unit: ■ TYRANT GUARD	
Malign Presence	Once per battle, after your opponent uses a Stratagem, if this model is your Warlord and is on the battlefield, it can use this ability. If it does, until the end of the battle, increase that Stratagem's cost to your opponent by 1CP.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Bone Sabres	Melee	8	2+	9	-2	3	Twin-linked	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Synaptic Pulse	18"	D6+3	N/A	5	-1	2	Psychic, Torrent	

Unit	M	T	SV	W	LD	OC	Ref
The Swarmlord	8"	10	2+	10	7+	3	

Character

Broodlord [95pts]

Selections: Perfectly Adapted

Categories: INFANTRY, CHARACTER, PSYKER, BROODLORD, FACTION: TYRANIDS, GREAT DEVOURER, VANGUARD INVADER, SYNAPSE

Rules: *Devastating Wounds, Leader, Scouts 8", Shadow in the Warp, Synapse, Twin-linked*

Abilities: *Hypnotic Gaze (Psychic), Invulnerable Save, Leader, Perfectly Adapted, Vicious Insight, Melee*

Weapons: *Broodlord Claws and Talons, Unit: Broodlord*

Abilities	Description	Ref
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	This model has a 4+ invulnerable save.	
Leader	This model can be attached to the following unit: - GENESTEALERS	
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	
Vicious Insight	While this model is leading a unit, weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Broodlord Claws and Talons	Melee	5	2+	6	-2	2	Devastating Wounds, Twin-linked	

Unit	M	T	SV	W	LD	OC	Ref
Broodlord	8"	5	4+	6	7+	1	

Neurotyrant [135pts]

Selections: Alien Cunning

Categories: CHARACTER, MONSTER, FLY, PSYKER, GREAT DEVOURER, NEUROTYRANT, FACTION: TYRANIDS, SYNAPSE

Rules: *Ignores Cover, Leader, Shadow in the Warp, Synapse, Torrent*

Abilities: *Alien Cunning, Invulnerable Save, Leader, Node Lash (Psychic), Psychic Terror (Psychic), Synaptic Relays*, **Melee Weapons:** *Neurotyrant claws and lashes*, **Ranged Weapons:** *Psychic scream*, **Unit:** *Neurotyrant*

Abilities	Description	Ref
Alien Cunning	Tyranids model only. After both players have deployed their armies, select up to three Tyranids units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.	
Invulnerable Save	This model has a 4+ invulnerable save.	
Leader	This model can be attached to the following units: - NEUROGAUNT - TYRANT GUARD - ZOANTHROPES	
Node Lash (Psychic)	While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll. If the target is Battle-shocked, add 1 to the Wound roll as well.	
Psychic Terror (Psychic)	If one or more Neurotyrants from your army are on the battlefield when you unleash the Shadow in the Warp, subtract 1 from the Battle-shock test each enemy unit on the battlefield must take as a result.	
Synaptic Relays	In your Command phase, you can select up to two friendly Tyranids units within 18" of this model's unit. Until the start of your next Command phase, the selected units are always considered to be within Synapse Range of your army.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Neurotyrant claws and lashes	Melee	6	3+	5	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Psychic scream	18"	2D6	N/A	5	-1	2	Ignores Cover, Psychic, Torrent	

Unit	M	T	SV	W	LD	OC	Ref
Neurotyrant	6"	8	4+	9	7+	3	

Battleline

Hormagaunts [65pts]

Categories: INFANTRY, BATTLELINE, GREAT DEVOURER, ENDLESS MULTITUDE, HORMAGAUNTS, FACTION: TYRANIDS

Rules: *Synapse*

Abilities: *Bounding Leap*

10x Hormagaunts

Selections: 10x Hormagaunt talons

Melee Weapons: *Hormagaunt talons*, **Unit:** *Hormagaunts*

Abilities	Description	Ref
Bounding Leap	This unit is eligible to declare a charge in a turn in which it Advanced.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Hormagaunt talons	Melee	3	4+	3	-1	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Hormagaunts	10"	3	5+	1	8+	2	

Hormagaunts [65pts]

Categories: INFANTRY, BATTLELINE, GREAT DEVOURER, ENDLESS MULTITUDE, HORMAGAUNTS, FACTION: TYRANIDS

Rules: *Synapse*

Abilities: *Bounding Leap*

10x Hormagaunts

Selections: 10x Hormagaunt talons

Melee Weapons: *Hormagaunt talons*, **Unit:** *Hormagaunts*

Abilities	Description	Ref
Bounding Leap	This unit is eligible to declare a charge in a turn in which it Advanced.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Hormagaunt talons	Melee	3	4+	3	-1	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Hormagaunts	10"	3	5+	1	8+	2	

Hormagaunts [65pts]

Categories: INFANTRY, BATTLELINE, GREAT DEVOURER, ENDLESS MULTITUDE, HORMAGAUNTS, FACTION: TYRANIDS

Rules: *Synapse*

Abilities: *Bounding Leap*

10x Hormagaunts

Selections: 10x Hormagaunt talons

Melee Weapons: *Hormagaunt talons*, **Unit:** *Hormagaunts*

Abilities	Description	Ref
Bounding Leap	This unit is eligible to declare a charge in a turn in which it Advanced.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Hormagaunt talons	Melee	3	4+	3	-1	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Hormagaunts	10"	3	5+	1	8+	2	

Hormagaunts [65pts]

Categories: INFANTRY, BATTLELINE, GREAT DEVOURER, ENDLESS MULTITUDE, HORMAGAUNTS, FACTION: TYRANIDS

Rules: *Synapse*

Abilities: *Bounding Leap*

10x Hormagaunts

Selections: 10x Hormagaunt talons

Melee Weapons: *Hormagaunt talons*, **Unit:** *Hormagaunts*

Abilities	Description	Ref
Bounding Leap	This unit is eligible to declare a charge in a turn in which it Advanced.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Hormagaunt talons	Melee	3	4+	3	-1	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Hormagaunts	10"	3	5+	1	8+	2	

Hormagaunts [65pts]

Categories: INFANTRY, BATTLELINE, GREAT DEVOURER, ENDLESS MULTITUDE, HORMAGAUNTS, FACTION: TYRANIDS

Rules: *Synapse*

Abilities: *Bounding Leap*

10x Hormagaunts

Selections: 10x Hormagaunt talons

Melee Weapons: *Hormagaunt talons*, **Unit:** *Hormagaunts*

Abilities	Description	Ref
Bounding Leap	This unit is eligible to declare a charge in a turn in which it Advanced.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Hormagaunt talons	Melee	3	4+	3	-1	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Hormagaunts	10"	3	5+	1	8+	2	

Termagants [60pts]

Categories: BATTLELINE, INFANTRY, GREAT DEVOURER, FACTION: TYRANIDS, ENDLESS MULTITUDE, TERMAGANTS

Rules: *Synapse*

Abilities: *Skulking Horrors*

10x Termagants

Selections: 10x Chitinous Claws and Teeth, 10x Termagant Spinefist

Rules: *Assault, Pistol, Twin-linked*

Melee Weapons: *Chitinous Claws and Teeth*, **Ranged Weapons:** *Termagant Spinefist*, **Unit:** *Termagants*

Abilities	Description	Ref
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".	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Chitinous Claws and Teeth	Melee	1	4+	3	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Termagant Spinefist	12"	2	4+	3	0	1	Assault, Pistol, Twin-linked	

Unit	M	T	SV	W	LD	OC	Ref
Termagants	6"	3	5+	1	8+	2	

Infantry

Barbgaunts [55pts]

Categories: BARBGAUNTS, INFANTRY, GREAT DEVOURER, FACTION: TYRANIDS

Rules: *Synapse*

Abilities: *Disruption Bombardment*

5x Barbgaunt

Selections: 5x Biocannon, 5x Xenos Claws and Teeth

Rules: *Blast, Heavy*

Melee Weapons: *Xenos Claws and Teeth*, **Ranged Weapons:** *Biocannon*, **Unit:** *Barbgaunt*

Abilities	Description	Ref
Disruption Bombardment	In your Shooting phase, after this unit has shot, select one enemy INFANTRY unit hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is disrupted. While a unit is disrupted, subtract 2 from its Move characteristic, and subtract 2 from Advance and Charge rolls made for it.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Xenos Claws and Teeth	Melee	1	4+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Biocannon	24"	D6	4+	5	0	1	Blast, Heavy	

Unit	M	T	SV	W	LD	OC	Ref
Barbgaunt	6"	4	4+	2	8+	1	

Genestealers [150pts]

Categories: FACTION: TYRANIDS, INFANTRY, GREAT DEVOURER, GENESTEALERS, VANGUARD INVADER

Rules: *Scouts 8", Synapse*

Abilities: *Invulnerable Save, Vanguard Predator*

10x Genestealer

Selections: 10x Genestealers claws and talons

Melee Weapons: *Genestealers claws and talons*, **Unit:** *Genestealers*

Abilities	Description	Ref
Invulnerable Save	Models in this unit have a 5+ invulnerable save.	
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Genestealers claws and talons	Melee	4	2+	4	-2	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Genestealers	8"	4	5+	2	7+	1	

Lictor [55pts]

Categories: INFANTRY, GREAT DEVOURER, LICTOR, FACTION: TYRANIDS, VANGUARD INVADER

Rules: *Fights First, Infiltrators, Lone Operative, Precision, Stealth, Synapse*

Abilities: *Feeder Tendrils, Pheromone Trail, Melee Weapons: Lictor Claws and Talons, Unit: Lictor*

Abilities	Description	Ref
Feeder Tendrils	Each time this model destroys an enemy Character model, you gain 1CP.	
Pheromone Trail	Once per battle round, you can target one model with this ability with the Rapid Ingress Stratagem for 0CP.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Lictor Claws and Talons	Melee	6	2+	7	-2	2	Precision	

Unit	M	T	SV	W	LD	OC	Ref
Lictor	8"	6	4+	6	7+	1	

Zoanthropes [100pts]

Categories: INFANTRY, FLY, PSYKER, GREAT DEVOURER, ZOANTHROPES, FACTION: TYRANIDS, SYNAPSE

Rules: *Shadow in the Warp, Synapse*

Abilities: *Invulnerable Save, Spirit Leech (Aura, Psychic), Warp Field (Aura, Psychic)*

2x Zoanthrope

Selections: 2x Warp Blast, 2x Xenos Claws and Teeth

Rules: *Blast, Lethal Hits*

Melee Weapons: *Xenos claws and teeth, Ranged Weapons:* ► *Warp Blast - Focused Witchfire, ► Warp Blast - Witchfire, Unit: Zoanthrope*

Abilities	Description	Ref
Invulnerable Save	This model has a 4+ invulnerable save.	
Spirit Leech (Aura, Psychic)	While an enemy unit is within 6" of this unit, if it contains a Neurothrope, each time that enemy unit fails a Battle-shock test, it suffers D3 mortal wounds and one model in this unit regains up to D3 lost wounds.	
Warp Field (Aura, Psychic)	While a friendly TYRANIDS unit is within 6" of this unit, models in that unit have a 6+ invulnerable save.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Xenos claws and teeth	Melee	2	5+	3	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
► Warp Blast - Focused Witchfire	24"	1	3+	12	-3	D6+1	Lethal Hits, Psychic	
► Warp Blast - Witchfire	24"	D3	3+	7	-2	D3	Blast, Psychic	

Unit	M	T	SV	W	LD	OC	Ref
Neurothrope	5"	5	5+	3	7+	1	
Zoanthrope	5"	5	5+	3	7+	1	

Ripper Swarms [25pts]

Categories: RIPPER SWARM, SWARM, GREAT DEVOURER, FACTION: TYRANIDS, HARVESTER

Rules: *Deep Strike, Synapse*

Abilities: *Chitinous Horrors (Aura)*

Ripper Swarm

Selections: Spinemaw

Rules: *Pistol, Sustained Hits 1*

Melee Weapons: *Xenos Claws and Teeth*, **Ranged Weapons:** *Spinemaw*, **Unit:** *Ripper Swarm*

Abilities	Description	Ref
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Xenos Claws and Teeth	Melee	6	5+	2	0	1	Sustained Hits 1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Spinemaw	6"	4	5+	3	0	1	Pistol	

Unit	M	T	SV	W	LD	OC	Ref
Ripper Swarm	6"	2	6+	4	8+	0	

Monster

Carnifexes [125pts]

Categories: MONSTER, GREAT DEVOURER, CARNIFEXES, FACTION: TYRANIDS

Rules: *Deadly Demise 1, Synapse*

Abilities: *Blistering Assault*

Carnifex

Selections: Bio-plasma, Carnifex Crushing Claws, Deathspitters with Slimer Maggots, Spine Banks

Rules: *Assault, Blast*

Melee Weapons: *Carnifex Crushing Claws, Xenos Claws and Teeth*, **Ranged Weapons:** *Bio-plasma, Deathspitters with Slimer Maggots, Spine Banks*, **Unit:** *Carnifex*

Abilities	Description	Ref
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Carnifex Crushing Claws	Melee	4	4+	12	-3	D6+1	-	
Xenos Claws and Teeth	Melee	4	4+	6	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bio-plasma	12"	D3	4+	7	-2	1	Assault, Blast	
Deathspitters with Slimer Maggots	24"	6	4+	7	-2	1	-	
Spine Banks	6"	5	4+	5	0	1	Assault	

Unit	M	T	SV	W	LD	OC	Ref
Carnifex	8"	9	2+	8	8+	3	

Exocrine [135pts]

Categories: MONSTER, GREAT DEVOURER, EXOCRINE, FACTION: TYRANIDS

Rules: Blast, Deadly Demise D3, Heavy, Synapse

Abilities: Damaged: 1-5 Wounds Remaining, Symbiotic Targeting, **Melee Weapons:** Powerful Limbs, **Ranged Weapons:** Bio-plasmic Cannon, **Unit:** Exocrine

Abilities	Description	Ref
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.	
Symbiotic Targeting	In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly TYRANIDS model makes an attack that targets that unit, re-roll a Hit roll of 1.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Powerful Limbs	Melee	3	3+	7	0	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bio-plasmic Cannon	36"	D6+3	3+	9	-3	3	Blast, Heavy	

Unit	M	T	SV	W	LD	OC	Ref
Exocrine	8"	10	3+	14	8+	4	

Trygon [170pts]

Categories: TRYGON, MONSTER, GREAT DEVOURER, FACTION: TYRANIDS, VANGUARD INVADER

Rules: Deep Strike, Sustained Hits 2, Synapse

Abilities: Damaged: 1-5 Wounds Remaining, Subterranean Tunnels, **Melee Weapons:** Trygon Scything Talons, **Ranged Weapons:** Bio-electric Pulse, **Unit:** Trygon

Abilities	Description	Ref
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.	
Subterranean Tunnels	Each time this model is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units. When doing so, if this model is set up within 9" of one or more enemy units, until the end of the turn, it is not eligible to declare a charge	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Trygon Scything Talons	Melee	12	3+	9	-2	3	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bio-electric Pulse	12"	6	3+	5	0	1	Sustained Hits 2	

Unit	M	T	SV	W	LD	OC	Ref
Trygon	10"	10	3+	14	8+	4	

Tyrannofex [190pts]

Selections: Rupture Cannon

Categories: MONSTER, GREAT DEVOURER, FACTION: TYRANIDS, TYRANNOFEX

Rules: *Deadly Demise D6, Heavy, Synapse*

Abilities: *Damaged: 1-5 Wounds Remaining, Resilient Organism*, **Melee Weapons:** *Powerful Limbs*, **Ranged Weapons:** *Rupture Cannon, Stinger Salvoes*, **Unit:** *Tyrannofex*

Abilities	Description	Ref
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.	
Resilient Organism	Once per battle, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Powerful Limbs	Melee	4	3+	8	0	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Rupture Cannon	48"	2	3+	18	-4	D6+6	Heavy	
Stinger Salvoes	24"	8	3+	5	0	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Tyrannofex	9"	12	2+	16	8+	5	