

## Xenos - Tyranids - Big Bugs - (2000 pts)

### Army Roster (Xenos - Tyranids) (2000 pts)

Rules: Synapse

<b>Configuration</b>	
<b>Battle Size</b>	Strike Force (2000 Point limit)
<b>Detachment</b>	Crusher Stampede Abilities: Enraged Behemoths
<b>Show/Hide Options</b>	
<b>Epic Hero (80 pts)</b>	
<b>Deathleaper (1) (80 pts)</b>	Rules: Fights First, Infiltrators, Lone Operative, Stealth, Synapse, Precision Unit: Deathleaper Abilities: Fear of the Unseen (Aura), Feeder Tendrils, Hunter Organism, Invulnerable Save Melee Weapons: Lictor Claws and Talons
<b>Character (340 pts)</b>	
<b>Hive Tyrant (1) (235 pts)</b>	Heavy Venom Cannon, Monstrous Bonesword and Lash Whip, Warlord Rules: Deadly Demise D3, Shadow in the Warp, Synapse, Leader, Twin-linked, Blast Unit: Hive Tyrant Abilities: Invulnerable Save, Onslaught (Aura, Psychic), Will of the Hive Mind Melee Weapons: Monstrous bonesword and lash whip Ranged Weapons: Heavy Venom Cannon Abilities: Leader[1]
<b>Neurotyrant (1) (105 pts)</b>	Rules: Shadow in the Warp, Synapse, Leader, Ignores Cover, Torrent Unit: Neurotyrant Abilities: Invulnerable Save, Node Lash (Psychic), Psychic Terror (Psychic), Synaptic Relays Ranged Weapons: Psychic scream Melee Weapons: Neurotyrant claws and lashes Abilities: Leader[2]
<b>Infantry (380 pts)</b>	
<b>Biovores (1) (50 pts)</b>	• Biovore Rules: Deadly Demise 1, Synapse, Blast, Devastating Wounds, Heavy, Indirect Fire Abilities: Seed Spore Mines Unit: Biovore Ranged Weapons: Spore Mine Launcher Melee Weapons: Chitin-barbed Limbs
<b>Lictor (1) (55 pts)</b>	Rules: Fights First, Infiltrators, Lone Operative, Stealth, Synapse, Precision Unit: Lictor Abilities: Feeder Tendrils, Pheromone Trail Melee Weapons: Lictor Claws and Talons
<b>Ravener (3) (75 pts)</b>	• 3x Ravener: Armoured Thorax Rules: Deep Strike, Synapse, Twin-linked Abilities: Armoured Thorax, Death From Below Melee Weapons: Ravener claws and talons Unit: Raveners
<b>Zoanthropes (6) (200 pts)</b>	• Neurothrope • 5x Zoanthrope Rules: Shadow in the Warp, Synapse, Blast, Lethal Hits Abilities: Invulnerable Save, Spirit Leech (Aura, Psychic), Warp Field (Aura, Psychic) Unit: Neurothrope, Zoanthrope Ranged Weapons: Warp Blast - Focused Witchfire, Warp Blast - Witchfire Melee Weapons: Xenos claws and teeth
<b>Monster (1200 pts)</b>	
<b>Exocrine (1) (135 pts)</b>	Rules: Deadly Demise D3, Synapse, Heavy, Blast Abilities: Damaged: 1-5 Wounds Remaining, Symbiotic Targeting Unit: Exocrine Ranged Weapons: Bio-plasmic Cannon Melee Weapons: Powerful Limbs[1]

<b>Exocrine (1)</b> <b>(135 pts)</b>	Rules: Deadly Demise D3, Synapse, Heavy, Blast Abilities: Damaged: 1-5 Wounds Remaining, Symbiotic Targeting Unit: Exocrine Ranged Weapons: Bio-plasmic Cannon Melee Weapons: Powerful Limbs[1]
<b>Haruspex (1)</b> <b>(125 pts)</b>	Rules: Deadly Demise D3, Synapse, Precision, Extra Attacks Unit: Haruspex Abilities: Damaged: 1-5 Wounds Remaining, Grisly Spectacle Ranged Weapons: Grasping Tongue Melee Weapons: Ravenous Maw, Shovelling Claws
<b>Maleceptor (1)</b> <b>(170 pts)</b>	Rules: Deadly Demise D3, Shadow in the Warp, Synapse, Blast Unit: Maleceptor Abilities: Damaged: 1-5 Wounds Remaining, Encephalic Diffusion (Aura, Psychic), Invulnerable Save Ranged Weapons: Psychic Overload Melee Weapons: Massive Scything Talons - Strike, Massive Scything Talons - Sweep
<b>Maleceptor (1)</b> <b>(170 pts)</b>	Rules: Deadly Demise D3, Shadow in the Warp, Synapse, Blast Unit: Maleceptor Abilities: Damaged: 1-5 Wounds Remaining, Encephalic Diffusion (Aura, Psychic), Invulnerable Save Ranged Weapons: Psychic Overload Melee Weapons: Massive Scything Talons - Strike, Massive Scything Talons - Sweep
<b>Norn Emissary (1)</b> <b>(275 pts)</b>	Rules: Deadly Demise D6, Shadow in the Warp, Synapse, Feel No Pain 4+, Melta 2, Blast, Psychic, Extra Attacks Unit: Norn Emissary Abilities: Damaged: 1-5 Wounds Remaining, Invulnerable Save, Singular Purpose, Unnatural Resistance Ranged Weapons: Psychic Tendril, Psychic Tendril - Blast, Psychic Tendril - Neuroparasite Melee Weapons: Monsterous Rending Talons, Monsterous Scything Talons
<b>Tyrannofex (1)</b> <b>(190 pts)</b>	Rupture Cannon  Rules: Deadly Demise D6, Synapse, Heavy Unit: Tyrannofex Abilities: Damaged: 1-5 Wounds Remaining, Resilient Organism Melee Weapons: Powerful Limbs[2] Ranged Weapons: Rupture Cannon, Stinger Salvoes

Rules:

<b>Synapse</b>	<p>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:</p> <p>% 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.</p>
<b>Fights First</b>	Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability.
<b>Infiltrators</b>	During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.
<b>Lone Operative</b>	Unless part of an Attached unit, this unit can only be selected as the target of a ranged attack if the attacking model is within 12".
<b>Stealth</b>	If every model in a unit has this ability, then each time a ranged attack is made against it, subtract 1 from that attack's Hit roll.
<b>Precision</b>	Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.
<b>Deadly Demise D3</b>	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").
<b>Shadow in the Warp</b>	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.
<b>Leader</b>	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.
<b>Twin-linked</b>	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.
<b>Blast</b>	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).
<b>Ignores Cover</b>	Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.
<b>Torrent</b>	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.
<b>Deadly Demise 1</b>	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").
<b>Devastating Wounds</b>	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.
<b>Heavy</b>	Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.
<b>Indirect Fire</b>	<p>Weapons with [INDIRECT FIRE] in their profile are known as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking model. These attacks can destroy enemy models in a target unit even though none may have been visible to the attacking unit when you selected that target.</p> <p>If no models in a target unit are visible to the attacking unit when you select that target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack's Hit roll and the target has the Benefit of Cover against that attack.</p>
<b>Deep Strike</b>	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.
<b>Lethal Hits</b>	Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.

<b>Extra Attacks</b>	Weapons with [EXTRA ATTACKS] in their profile are known as Extra Attacks weapons. Each time the bearer of such a weapon fights, it can make attacks with that weapon in addition to the one it chooses to fight with. The number of attacks made with an Extra Attacks weapon cannot be modified by other rules.
<b>Deadly Demise D6</b>	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").
<b>Feel No Pain 4+</b>	Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x' that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.
<b>Melta 2</b>	Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'.
<b>Psychic</b>	Some weapons and abilities can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack.

<b>Abilities</b>
<b>Armoured Thorax</b>
The bearer has a save characteristic of 4+
<b>Damaged: 1-5 Wounds Remaining</b>
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
<b>Death From Below</b>
At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.
<b>Encephalic Diffusion (Aura, Psychic)</b>
While an enemy unit is within 6" of this model, each time a model in that unit makes an attack, subtract 1 from the Hit roll, and, if that enemy unit is Below Half-strength, subtract 1 from the Wound roll as well.
<b>Enraged Behemoths</b>
Each time a TYRANIDS MONSTER model from your army makes an attack, add 1 to the Hit roll if that model's unit is below its Starting Strength, and add 1 to the Wound roll as well if that model's unit is Below Half-strength. In addition, while a TYRANIDS MONSTER unit from your army (excluding Battle-shocked units) is at its Starting Strength, add 2 to the Objective Control characteristic of models in that unit.
<b>Fear of the Unseen (Aura)</b>
While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.
<b>Feeder Tendrils</b>
Each time this model destroys an enemy Character model, you gain 1CP.
<b>Grisly Spectacle</b>
Each time this model is selected to fight, after resolving its attacks, if one or more enemy units were destroyed by those attacks, each enemy unit within 6" of this model must take a Battle-shock test.
<b>Hunter Organism</b>
This model cannot be your Warlord
<b>Invulnerable Save</b>
This model has a 4+ invulnerable save.
<b>Node Lash (Psychic)</b>
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.
<b>Onslaught (Aura, Psychic)</b>
While a friendly TYRANIDS unit is within 6" of this model, ranged weapons equipped by models in that unit have the [ASSAULT] and [LETHAL HITS] abilities.
<b>Pheromone Trail</b>
Once per battle round, you can target one model with this ability with the Rapid Ingress Stratagem for 0CP.
<b>Psychic Terror (Psychic)</b>
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.
<b>Resilient Organism</b>
Once per battle, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.
<b>Seed Spore Mines</b>
Once per turn, in your Shooting Phase, when selected to shoot, one unit with this ability can use it instead of making any attacks with its ranged weapons. If it does, you can add one new SPORE MINES unit to your army and set it up anywhere on the battlefield that is wholly within 48" of this unit and more than 9" horizontally away from all enemy units. That SPORE MINES unit contains 1 model for each model in this unit.
<b>Singular Purpose</b>

At the start of the First battle round, select one of the following:

- Select one enemy unit. Until the end of the battle, each time this model makes an attack that targets that unit you can re-roll the Hit roll and you can re-roll the Wound roll
- Select one objective marker. Until the end of the battle, while this model is within range of that objective marker, it has the Feel No Pain 5+ ability and an Objective Control characteristic of 15.

#### 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.

#### 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.

#### 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.

#### Unnatural Resistance

This model has the Feel No Pain 4+ ability against Mortal 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.

#### Will of the Hive Mind

Once per turn, one friendly TYRANIDS unit within 12" of one or more models with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Unit	M	T	SV	W	LD	OC
Biovore	5"	6	3+	5	8+	1
Deathleaper	8"	6	3+	7	7+	1
Exocrine	8"	10	3+	14	8+	4
Haruspex	8"	11	3+	14	8+	4
Hive Tyrant	8"	10	2+	10	7+	3
Lictor	8"	6	4+	6	7+	1
Maleceptor	8"	11	3+	14	7+	4
Neurothrope	5"	5	5+	3	7+	1
Neurotyrant	6"	8	4+	9	7+	3
Norn Emissary	10"	11	2+	16	7+	5
Raveners	10"	5	4+	3	8+	1
Tyrannofex	9"	12	2+	16	8+	5
Zoanthrope	5"	5	5+	3	7+	1

<b>Melee Weapons</b>	<b>Range</b>	<b>A</b>	<b>WS</b>	<b>S</b>	<b>AP</b>	<b>D</b>	<b>Keywords</b>
<b>Massive Scything Talons - Strike</b>	Melee	3	3+	9	-2	D6+1	-
<b>Massive Scything Talons - Sweep</b>	Melee	6	3+	7	-1	2	-
<b>Chitin-barbed Limbs</b>	Melee	2	4+	5	0	1	-
<b>Lictor Claws and Talons</b>	Melee	6	2+	7	-2	2	Precision
<b>Monstrous Rending Talons</b>	Melee	4	2+	7	-2	2	Extra Attacks
<b>Monstrous Scything Talons</b>	Melee	6	2+	9	-2	3	-
<b>Monstrous bonesword and lash whip</b>	Melee	6	2+	9	-2	3	Twin-linked
<b>Neurotyrant claws and lashes</b>	Melee	6	3+	5	0	1	-
<b>Powerful Limbs[1]</b>	Melee	3	3+	7	0	2	-
<b>Powerful Limbs[2]</b>	Melee	4	3+	8	0	2	-
<b>Ravener claws and talons</b>	Melee	7	3+	5	-1	1	Twin-linked
<b>Ravenous Maw</b>	Melee	14	3+	7	-1	2	-
<b>Shovelling Claws</b>	Melee	4	3+	14	-2	D6+1	Extra Attacks
<b>Xenos claws and teeth</b>	Melee	2	5+	3	0	1	-

<b>Ranged Weapons</b>	<b>Range</b>	<b>A</b>	<b>BS</b>	<b>S</b>	<b>AP</b>	<b>D</b>
<b>Psychic Tendril</b>	18"	2	2+	12	-3	D6
Melta 2, Psychic						
<b>Psychic Tendril - Blast</b>	18"	2D6	2+	6	-2	1
Blast, Psychic						
<b>Psychic Tendril - Neuroparasite</b>	18"	2	2+	8	-2	D3
Precision, Psychic						
<b>Warp Blast - Focused Witchfire</b>	24"	1	3+	12	-3	D6+1
Lethal Hits, Psychic						
<b>Warp Blast - Witchfire</b>	24"	D3	3+	7	-2	D3
Blast, Psychic						
<b>Bio-plasmic Cannon</b>	36"	D6+3	3+	9	-3	3
Blast, Heavy						
<b>Grasping Tongue</b>	12"	1	3+	6	-2	D6+1
Precision						
<b>Heavy Venom Cannon</b>	36"	D3	2+	9	-2	3
Blast						
<b>Psychic Overload</b>	18"	D6+3	3+	10	-2	3
Blast, Psychic						
<b>Psychic scream</b>	18"	2D6	N/A	5	-1	2
Ignores Cover, Psychic, Torrent						
<b>Rupture Cannon</b>	48"	2	3+	18	-4	D6+6
Heavy						
<b>Spore Mine Launcher</b>	48"	D3	4+	6	-1	2
Blast, Devastating Wounds, Heavy, Indirect Fire						
<b>Stinger Salvoes</b>	24"	8	3+	5	0	1
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#### **Abilities**

##### **Leader[1]**

This model can be attached to the following unit:  
- TYRANT GUARD

##### **Leader[2]**

This model can be attached to the following units:  
- NEUROGAUNT  
- TYRANT GUARD  
- ZOANTHROPES