

Shooter Termagants [20] - 220pts

Shooter Grunts

Quality 5+

Defense 5+

Strider

Weapon	RNG	ATK	AP	SPE
20x Bio-Spiners	6"	A2	1	-
20x Razor Claws	-	A1	-	-

Prime Warrior [1] - 165pts

Joined to Winged Termagants

Quality 4+

Defense 4+

Tough 6

Fearless, Hero, Tough(6), Psy-Barrier, Ambush, Flying

Weapon	RNG	ATK	AP	SPE
Heavy Ravager Gun	18"	A3	2	-
Slashing Blade	-	A3	1	Rending
Upgrade	SPE			
Hive Protector	Psy-Barrier			
Wings	Ambush, Flying			

Winged Termagants [10] - 170pts

Winged Grunts

Quality 5+

Defense 5+

Ambush, Flying

Weapon	RNG	ATK	AP	SPE
10x Razor Claws	-	A1	-	-
10x Bio-Ravagers	18"	A2	-	-

Synapse Tyrant [1] - 205pts

Joined to Psyker Termagants

Quality 4+

Defense 4+

Tough 6

Caster(3), Hero, Stealth, Tough(6), Psy-Barrier

Weapon	RNG	ATK	AP	SPE
Psy-Shock	-	A3	-	-
Heavy Psy-Blast	18"	A2	1	Blast(3)
Upgrade	SPE			
Hive Protector	Psy-Barrier			

Psyker Termagants [10] - 130pts

Psycho-Grunts

Quality 5+

Defense 5+

Resistance, Spell Warden, Strider, Furious

Weapon	RNG	ATK	AP	SPE
10x Razor Claws	-	A1	-	-
Upgrade	SPE			
Heavy Bite	Furious			

Barbgaunts [3] - 135pts

Support Grunts

Quality 5+

Defense 5+

Relentless, Strider

Weapon	RNG	ATK	AP	SPE
3x Bio-Cannons	24"	A1	-	Blast(3), Indirect, Rending
3x Razor Claws	-	A1	-	-

Hive Swarm [3] - 60pts

Quality 6+

Defense 6+

Tough 3

Fearless, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Swarm Attacks	-	A3	-	Poison

Von Ryan Leapers [3] - 215pts

Shadow Leapers

Quality 4+

Defense 4+

Tough 3

Ambush, Fast, Stealth, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Razor Claws	-	A2	-	-
3x Razor Whips	-	A2	-	Poison, Reliable

Big Bug [1] - 200pts

Flamer Beast

Quality 4+

Defense 3+

Tough 6

Fear(1), Fearless, Tough(6)

Weapon	RNG	ATK	AP	SPE
Spit Flame	18"	A2	1	Blast(3), Reliable
Heavy Razor Claw	-	A3	1	-
Stomp	-	A2	1	-

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

Caster: Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Defense: Gets +X to Defense rolls.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Fear: This model counts as having dealt +X wounds when checking who won melee.

Fearless: Whenever a unit where most models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

Flying: May move through units and terrain, and ignores terrain effects whilst moving.

Furious: When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Ignores Regeneration: This weapon ignores Regeneration.

Indirect: Gets -1 to hit rolls when shooting after moving. May target enemies that are not in line of sight as if in line of sight, and ignores cover from sight obstructions.

Poison: Ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

Psy-Barrier: When taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 2+ instead.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Relentless: When using Hold actions and shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Reliable: Attacks at Quality 2+.

Rending: Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

Resistance: When taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 2+ instead.

Spell Warden: Once per this unit's activation, pick one friendly Caster within 12", which gets +1 to its next spell casting roll.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider: May ignore the effects of difficult terrain when moving.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).