Tyranid swarm • 2000pts

Psyker [1] - 125pts
Snatcher Lord

Quality 3+	Defense 4+	Tough 3

Fast, Hero, Caster(2), Scout, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
Heavy Claw	-	A4	1	Rending

Termagants [Borers] [10] - 125pts
Shooter Grunts

Quality 5+	Defense 5+

Strider

Weapon	RNG	ATK	AP	SPE
10x Razor Claws	-	A1	-	-
10x Bio-Borers	12"	A2	-	-

2x Termagants [10] - 110pts
Shooter Grunts

Quality 5+	Defense 5+

Strider

Weapon	RNG	ATK	AP	SPE
10x Bio-Spiners	6"	A2	1	-
10x Razor Claws	-	A1	-	-

Prime Warrior [1] - 160pts
🔗 Joined to Winged Termagants

Quality 4+	Defense 4+	Tough 6

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

Weapon	RNG	ATK	AP	SPE
Heavy Razor Claw	-	A3	1	-
Heavy Ravager Gun	18"	A3	2	-
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	-	-

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

Burrower [1] - 590pts

Quality 4+	Defense 2+	Tough 18

Fear(3), Fearless, Surprise Attack(3), Tough(18)

Weapon	RNG	ATK	AP	SPE
4x Heavy Razor Claws	-	A3	1	-
Stomp	-	A6	2	-

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.

Dead: Remove the hero from your army sheet.

Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

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.

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).

Scout: May be set aside before deployment. After all other units are deployed, must be deployed and may then be placed anywhere within 12" of their position. Players alternate in placing Scout units, starting with the player that activates next.

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.

Surprise Attack: This model counts as having Ambush, and may be deployed up to 1" away from enemy units. Once deployed, roll X dice. For each 2+ one enemy unit within 3" takes 2 hits with AP(1).

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).

Alien Hives Army Spells

Terror (1): Target 2 enemy units within 18" get -1 to their next morale test roll.
Psychic Blast (1): Target enemy unit within 12" takes 1 hit with AP(2) and Deadly(3).
Animate Flora (2): Target 2 friendly units within 12" get Flying next time they move.
Shriek (2): Target 2 enemy units within 12" take 4 hits each.
Infuse Life (3): Target 3 friendly units within 12" get Regeneration next time they take wounds.
Overwhelm (3): Target enemy model within 12" takes 3 hits with AP(4).