

## The Swarm: A Warpath Fan-Made Army List

Army-Wide Special Rule: All units have Regenerate (1) or better.

### Infantry:

#### Broodlings (Termagaunts):

Broodling Section								Cost:	75	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner			
Inf (10)	6	4+	8	12	20	4+	12/14			
Special:	Craven, Can buy one Brood Leader									

Broodling Platoon								Cost:	150	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner			
Inf (20)	6	4+	16	12	40	4+	16/18			
Special:	Craven, Can buy one Brood Leader, Regenerate (2)									

#### Bladelings (Hormagaunts):

Bladeling Section								Cost:	90	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner			
Inf (10)	6	4+	-	-	20	4+	12/14			
Special:	Fast, Craven, Can buy one Brood Leader									

Bladeling Platoon								Cost:	170	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner			
Inf (20)	6	4+	-	-	40	4+	16/18			
Special:	Fast, Craven, Can buy one Brood Leader, Regenerate (2)									

#### Bloodthieves (Genestealers):

Bloodthieves Team								Cost:	95	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner			
Inf (5)	6	4+	-	-	14	4+	11/13			
Special:	Elite, Crushing Strength (3), Stealthy, Can buy one Brood Leader									

Bloodthieves Section								Cost:	180	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner			
Inf (10)	6	4+	-	-	28	4+	14/16			
Special:	Elite, Crushing Strength (3), Stealthy, Can buy one Brood Leader, Regenerate (2)									

Bloodthieves Platoon								Cost:	350	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner			
Inf (20)	6	4+	-	-	56	4+	18/20			
Special:	Elite, Crushing Strength (3), Stealthy, Can buy one Brood Leader, Regenerate (3)									

### Grub Swarms (Rippers):

Grub Swarm Section									Cost:	90	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner				
Inf (10)	5	5+	-	-	20	4+	13/15				

Special: Regenerate (2), Craven

Grub Swarm Platoon									Cost:	170	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner				
Inf (20)	5	5+	-	-	40	4+	18/20				

Special: Regenerate (3), Craven

### Swarmlords (Tyranid Warriors):

Swarmlord Team									Cost:	150	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner				
Inf (3)	5	5+	5	36	8	6+	10/12				

Special: Piercing (2), Crushing Strength (4), Inspiring, Headstrong

Swarmlord Section									Cost:	300	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner				
Inf (6)	5	5+	10	36	16	6+	12/14				

Special: Piercing (2), Crushing Strength (4), Taskmaster, Headstrong, Regenerate (2)

Swarmlord Platoon									Cost:	600	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner				
Inf (9)	5	5+	20	36	32	6+	16/18				

Special: Piercing (2), Crushing Strength (4), Taskmaster, Headstrong, Regenerate (3)

### Ordnance:

Spore Lobber									Cost:	50	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner				
Ord	5	4+	3	72	-	5+	9/11				

Special: Blast (1d6), Piercing (1), Howitzer, Lumbering

Nest Protectors									Cost:	50	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner				
Ord	6	3+	2	36	-	5+	10/12				

Special: Piercing (6)

### Armor:

None

### Aircraft:

None

### Heroes/Monsters:

Hivelord (Hive Tyrant) Cost: 150 pts  
Type Spd Hit Fire Ran Att Def Ner  
H/M 5 4+ 3 36 5 6+ 11/13  
Crushing Strength (4), Inspiring, Taskmaster,  
Special: Steadfast, Piercing (2)

Devestator (Carnifex) Cost: 140 pts  
Type Spd Hit Fire Ran Att Def Ner  
H/M 5 4+ 1 18 5 6+ 12/14  
Crushing Strength (5), Headstrong, Piercing (2),  
Special: Regenerate (2)

Hive Wurm (Trygon/Mawloc) Cost: 160 pts  
Type Spd Hit Fire Ran Att Def Ner  
H/M 5 4+ 1 12 7 6+ 12/14  
Fast, Crushing Strength (4), Taskmaster, Steadfast,  
Special: Piercing (1), Regenerate (2)

Sky-Eater (Harpy) Cost: 150 pts  
Type Spd Hit Fire Ran Att Def Ner  
H/M 10 4+ 3 36 5 6+ 11/13  
Jump Troop, Fast, Piercing (4), Headstrong, Crushing Strength  
Special: (2)

Shadowclaw (Lictor) Cost: 90 pts  
Type Spd Hit Fire Ran Att Def Ner  
H/M 6 3+ - - 5 5+ 10/12  
Crushing Strength (4), Regenerate (1), Stealthy,  
Special: Recon

### Brood Leaders:

Mindworm (Zoanthrope) Cost: 35 pts  
Unit gains Zap (10)

Toxin-Beast (Pyrovore/Venomthrope) Cost: 25 pts  
Unit gains Flamer (10)

Shadowclaw (Lictor/Broodlord) Cost: 25 pts  
Unit gains Crushing Strength (1), or +1 to existing Crushing Strength

Swarmlord (Tyrantid Warrior/Prime) Cost: 25 pts  
Unit gains Headstrong

Regenerate (n). At the end of the players turn, roll n dice. For each die that rolls a 4+, remove 1 damage from this unit.

Taskmaster: Units within 6" are not affected by Craven.