

BIOTIDE

ENHANCEMENTS

Synaptic Beacon

While a friendly Tyranids unit is within 9" of the bearer (ignoring Walls and closed Hatchways), that unit is within Synapse Range of the bearer and of your army.

Hypersurge Gland

Once per battle, at the end of your opponent's Charge phase, the bearer can use this Enhancement. If it does, it can declare a charge as if it were your Charge phase.

Psi-spoor Sensitivity

Each time the bearer declares a charge, it can target enemy units that are not visible to it.

Stalking Menace

Once per battle, at the end of your opponent's Fight phase, if the bearer is not within Engagement Range of one or more enemy units, it can use this Enhancement. If it does, remove the bearer from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase as if it had the Deep Strike ability. If this is not possible, the bearer is destroyed. When the bearer is set back up on the battlefield, until the end of the turn, it cannot declare a charge.

DETACHMENT-REGEL

The following units do not split into separate units in the Form Boarding Squads step:

- Hormagaunts
- Neurogaunts
- Termagants

STRATAGEMS

1 CP

BIOTIDE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

LIVING AVALANCHE

When: Your Movement phase, just after a TYRANIDS unit from your army has opened a Hatchway.

Target: That TYRANIDS unit.

Effect: Your unit can make a Swarm move. To do so, your unit can be moved up to 3", but at least one model from your unit must end that move on the opposite side of that Hatchway from the one it started the phase on. When doing so, those models can be moved within Engagement Range of enemy units.

1 CP

BIOTIDE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

SQUIRMING MASSES

When: Your Movement phase, at the start of the Reinforcements step.

Target: One ENDLESS MULTITUDE unit from your army that is in Reserves.

Effect: Until the end of the phase, models in your unit have the Deep Strike ability and, when setting them upon the battlefield using that ability, they can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, provided they are also within Synapse Range of your army.

Restriction: You can only use this Stratagem once and, until the end of the turn, your unit is not eligible to declare a charge.

1 CP

BIOTIDE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

ONRUSHING HORDE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One TYRANIDS unit from your army (excluding WINGED TYRANID PRIME units), that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP

BIOTIDE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

SWARM HUNTERS

When: Your Shooting phase.

Target: One TERMAGANTs unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, models in your unit can ignore other models in their unit for the purposes of determining visibility. In addition, if your unit is within Synapse Range of your army, each time a model in your unit makes an attack, you can re-roll the Hit roll.