

BOARDING SWARM

ENHANCEMENTS

Monoform Predators

0 pts

TYRANIDS models in this Detachment cannot be given Enhancements.

DETACHMENT-REGEL

Do not split Hormagaunts into separate units in the Form Boarding Squads step.

STRATAGEMS

1 CP

BOARDING SWARM – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

PREDATORY POUNCE

When: Your opponent's Movement phase, just after an enemy unit opens a Hatchway.

Target: One TYRANIDS unit from your army that is within 3" of that Hatchway and is not within Engagement Range of one or more enemy units.

Effect: Your unit can make a Pounce move. To do so, your unit can be moved up to 3", but must end that move as close as possible to that Hatchway. When doing so, those models can be moved within Engagement Range of that enemy unit, but only that enemy unit.

1 CP

BOARDING SWARM – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

LITHE KILLERS

When: Fight phase, just after an enemy unit has selected its targets.

Target: One TYRANIDS unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have a 5+ invulnerable save.

1 CP

BOARDING SWARM – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

ADRENALISED SLAUGHTER

When: Fight phase, just after an enemy unit has selected its targets.

Target: One TYRANIDS unit from your army 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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 5+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

BOARDING SWARM – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

TALON-TIP SWARM

When: Fight phase, just after a TYRANIDS unit from your army destroys an enemy unit.

Target: That TYRANIDS unit.

Effect: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 3". After that move, if your unit is within range of an objective marker and no enemy units are within range of that objective marker, that objective marker is Secured by your army.