TYRANIDS · DETACHMENT

SUBTERRANEAN ASSAULT

3 DP · DISRUPTION

ENHANCEMENTS

Vanguard Intellect — **15 pts**

Tyranids model with the Deep Strike ability only. The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Trygon Prime — **20 pts**

Trygon model only. The bearer gains the Synapse keyword. Improve the Strength and Weapon Skill characteristics of melee weapons equipped by the bearer by 1.

Synaptic Strategy — **15 pts**

Tyranids model only. Once per battle, you can target the bearer's unit with the Rapid Ingress stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Tremor Senses — **20 pts**

Tyranids model only. After both players have deployed their armies, select up to three friendly Tyranids units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT-REGEL

Mawloc and Trygon units from your army have the Burrower keyword.

In the Muster Armies step, you can select up to 2 Trygon models from your army. The selected units gain the Character keyword.

Designer's Note: *This means that the selected models can be given Enhancements and one of them can be selected as your Warlord.*

STRATAGEMS

1 CP — SUBTERRANEAN ASSAULT – WARGEAR STRATAGEM · WAHAPEDIA — COMMAND

ADAPTIVE OPTIMISATION

When: Command phase.
Target: One Mawloc or Trygon unit from your army.
Effect: Until the start of your next Command phase, your unit has the Synapse keyword.

1 CP — SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

ENFILADING EMERGENCE

When: End of your Movement phase.
Target: One Tyranids unit from your army that was set up as Reinforcements this turn.
Effect: Until the end of your next Fight phase, weapons equipped by models in your unit have the [SUSTAINED HITS 1] and [IGNORES COVER] abilities.

1 CP

SUBTERRANEAN ASSAULT – WARGEAR STRATAGEM · WAHAPEDIA

MOVEMENT

REPLENISHING SWARMS

When: Your Movement phase.
Target: One Tyranids unit from your army, wholly within 9" of one or more Tunnel Markers you placed.
Effect: One model in your unit regains up to D3+1 lost wounds, or you can return up to D3+1 destroyed models with a Wounds characteristic of 1 to your unit, with their full wounds remaining, instead.

1 CP

SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

TUNNEL NETWORK

When: End of your Movement phase.
Target: One Tyranids unit from your army that is wholly within 9" of one or more of your Tunnel Markers and not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and set it up again, wholly within 9" of another Tunnel Marker you placed, and more than 6" horizontally away from all enemy units.

1 CP

SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

SWARMING ASSAULT

When: Your Charge phase.
Target: One Tyranids Monster unit from your army that was set up as Reinforcements this turn.
Effect: Until the end of the phase, friendly Tyranids units within 6" of your unit can re-roll Charge rolls.

1 CP

SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

RETREAT BELOW

When: End of your opponent's Fight phase.
Target: One Tyranids unit or up to two Burrower units from your army that are not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.