TYRANIDS

INVASION FLEET

6 Stratagems · 4 Enhancements

3 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Alien Cunning — 30 pts

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

Perfectly Adapted — 15 pts

Tyranids model only. Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll, one Advance roll, one Charge roll or one saving throw made for the bearer

Synaptic Linchpin — 20 pts

Tyranids model only. While a friendly Tyranids unit is within 9" of the bearer, that unit is within Synapse Range of your army.

Adaptive Biology — 25 pts

Tyranids model only. The bearer has the Feel No Pain 5+ ability. At the start of any turn, if the bearer has fewer than its starting number of wounds remaining, until the end of the battle, it has the Feel No Pain 4+ ability instead.

DETACHMENT RULE

At the start of the first battle round, select one of the following Hyper-adaptations to be active for Tyranids units from your army until the end of the battle:

SWARMING INSTINCTS

Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Infantry or Swarm unit, that attack has the [SUSTAINED HITS 1] ability.

HYPER-AGGRESSION

Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Monster or Vehicle unit, that attack has the [LETHAL HITS] ability.

HIVE PREDATORS

Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Character unit, if a Critical Hit is scored, that attack has the [PRECISION] ability.

STRATAGEMS (6/6)

1 CP INVASION FLEET – STRATEGIC PLOY STRATAGEM COMMAND

ENDLESS SWARM

When: Your Command phase.
Target: Up to two Endless Multitude units from your army that are within Synapse Range of your army, or one other ENDLESS MULTITUDE unit from your army.
Effect: You can return up to D3+3 destroyed models to each of the selected units.

1 CP INVASION FLEET – STRATEGIC PLOY STRATAGEM COMMAND

PREDATORY IMPERATIVE

When: Your Command phase.
Target: Up to two TYRANIDS units from your army that are within Synapse Range of your army, or one other TYRANIDS unit from your army.
Effect: Select one Hyper-adaptation. Until the start of your next Command phase, that Hyper-adaptation is active for those selected units in addition to any other that may be active for your army.
Restriction: You cannot select the same Hyper-adaptation you selected at the start of the first battle round.

1 CP INVASION FLEET – BATTLE TACTIC STRATAGEM SHOOTING

RAPID REGENERATION

When: Your opponent's Shooting phase or the 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 the Feel No Pain 6+ ability. If your unit is within Synapse Range of your army, models in your unit have the Feel No Pain 5+ ability instead.

2 CP INVASION FLEET – BATTLE TACTIC STRATAGEM FIGHT

ADRENAL SURGE

When: Fight phase.

Target: Up to two TYRANIDS units from your army that are within Synapse Range of your army and are eligible to fight, or one other TYRANIDS unit from your army that is eligible to fight.

Effect: Until the end of the phase, each time a model in any of those selected units makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP INVASION FLEET – STRATEGIC PLOY STRATAGEM FIGHT

DEATH FRENZY

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 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

1 CP INVASION FLEET – STRATEGIC PLOY STRATAGEM FIGHT

OVERRUN

When: Fight phase, just before a TYRANIDS unit from your army Consolidates.

Target: That TYRANIDS unit.

Effect: Until the end of the phase, each time your unit Consolidates, models in it can move an additional 3" as long as your unit can end that move within Engagement Range of one or more enemy units. If your unit is within Synapse Range of your army and not within Engagement Range of any enemy units, instead of making that Consolidation move, it can make a Normal move of up to 6".