



ENHANCEMENTS (4)

Psychostatic Disruption (Aura)**30 pts**

Tyrannids Synapse model only. Enemy units that arrive on the battlefield from Reserves cannot be set up with 12" of the bearer. In addition, once per battle, during the first or second battle round, when your opponent declares that a unit will arrive on the battlefield from Strategic Reserves, the bearer can use this enhancement. If it does, roll one D6: on a 4+, that enemy cannot arrive on the battlefield this turn.

The Dirgeheart of Kharis (Aura)**15 pts**

Tyrannids Synapse model only. While an enemy unit is within 9" of the bearer, worsen that unit's Leadership characteristic by 1.

Synaptic Control**20 pts**

Tyrannids Synapse model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of the attack.

Power of the Hive Mind**10 pts**

Tyrannids Psyker model only. Improve the Strength and Armour Penetration characteristic of psychic weapons equipped by the wearer of 1.

DETACHMENT RULE

At the start of the battle round, you can select one of the Synaptic Imperatives shown below. Until the end of the battle round, that Synaptic Imperative is active for your army and while a Tyrannids unit from your army is within Synapse Range of your army, it will benefit from it. Each Synaptic Imperative can only be selected once per battle.

- Synaptic Augmentation: While this unit is within Synapse Range of your army, models in this unit have a 5+ invulnerable save.
- Surging Vitality: While this unit is within Synapse Range of your army, add 1 to Advance and Charge rolls made for this unit.
- Goaded to Slaughter: While this unit is within Synapse Range of your army, each time a model in this unit makes a melee attack, add 1 to the Hit roll

STRATAGEMS (6/6)

1 CP SYNAPTIC NEXUS – STRATEGIC PLOY STRATAGEM **COMMAND**

IMPERATIVE DOMINANCE

When: Your Command phase.

Target: One TYRANIDS unit from your army that is within Synapse Range of your army.

Effect: Select one Synaptic Imperative, even if you have already selected that imperative this battle. Until the start of your next Command phase, that Synaptic Imperative is active for your unit instead of any other Synaptic Imperative that is active for your army.

1 CP SYNAPTIC NEXUS – BATTLE TACTIC STRATAGEM **COMMAND**

SYNAPTIC CHANNELLING

When: Command phase.

Target: One Synapse unit from your army.

Effect: Until the end of the turn, while a friendly TYRANIDS unit is within 9" of the selected unit, that unit is within Synapse Range of your army.

1 CP SYNAPTIC NEXUS – STRATEGIC PLOY STRATAGEM **MOVEMENT**

OVERRIDE INSTINCTS

When: Your Movement phase.

Target: One TYRANIDS unit from your army that is within Synapse Range of your army and made a Fall Back move this phase.

Effect: Your unit is eligible to shoot and declare a charge this turn.

1 CP SYNAPTIC NEXUS – BATTLE TACTIC STRATAGEM **SHOOTING**

IRRESISTIBLE WILL

When: Your Shooting phase or the Fight phase.

Target: One Synapse unit from your army that has not been selected to shoot or fight this phase, and one enemy unit within 24" of and visible to the SYNAPSE unit.

Effect: Until the end of the phase, each time a friendly TYRANIDS model makes an attack that targets that enemy unit, if the attacking model's unit is within 6" of your SYNAPSE unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

1 CP SYNAPTIC NEXUS – BATTLE TACTIC STRATAGEM **SHOOTING**

REINFORCED HIVE NODE

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

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

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP SYNAPTIC NEXUS – STRATEGIC PLOY STRATAGEM **ANY**

THE SMOTHERING SHADOW

When: Any phase, just after an enemy unit fails a Battle-shock test.

Target: One Synapse unit from your army within 12" of that enemy unit.

Effect: Roll six D6: for each 3+, that enemy unit suffers 1 mortal wound.