

TYRANID ATTACK

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Reinforced Carapace

Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack (note that if given to a Tyranid Prime model, this only affects that model and not other models in its unit).

Synaptic Goad

In your Command phase, select one friendly Tyranid Warriors with Melee Bio-weapons or Tyranid Warriors with Ranged Bio-weapons unit within 6" of the bearer. Until the end of the turn, add 2" to the Move characteristic of models in that unit.

DETACHMENT RULE

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

- Hormagaunts
- Neurogaunts
- Termagants

STRATAGEMS (3/4)

1 CP TYRANID ATTACK – WARGEAR STRATAGEM **SHOOTING**

PHAGIC SPORES

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

Target: One TYRANID WARRIORS WITH MELEE BIO-WEAPONS or TYRANID WARRIORS WITH RANGED BIO-WEAPONS 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 as a result of an attack, do not remove it from play; after the attacking unit has finished making its attacks, roll one D6: on a 3-5, the closest enemy unit within 3" of and visible to your unit suffers 1 mortal wound; on a 6, the closest enemy unit within 3" of and visible to your unit suffers 2 mortal wounds. The destroyed model is then removed from play.

1 CP TYRANID ATTACK – STRATEGIC PLOY STRATAGEM **CHARGE**

HIVE SIGHT

When: Your Charge phase.

Target: One TYRANIDS SYNAPSE unit from your army and one friendly TYRANIDS unit that has not declared a charge this phase.

Effect: Select one enemy unit that is visible to your SYNAPSE unit. Until the end of the phase, each time your other unit declares a charge, it can include that enemy unit as a target of that charge, even if it is not visible to it, and when doing so, add 1 to the Charge roll.

1 CP TYRANID ATTACK – BATTLE TACTIC STRATAGEM **FIGHT**

BIO-ACID SURGE

When: Fight phase.

Target: One TYRANIDS unit from your army that is within Synapse Range of your army and has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability.

1 CP TYRANID ATTACK – STRATEGIC PLOY STRATAGEM **ANY**

EXPENDABLE BIOMASS