TYRANIDS

UNENDING SWARM

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Naturalised Camoflage — 30 pts

Tyranids model only. At the start of the first battle round, select up to three friendly Endless Multitude units within 9" of the bearer. Until the end of the battle round, each time a ranged attack targets one of those units, models in that unit have the Benefit of Cover against that attack.

Piercing Talons — 25 pts

Tyranids model only. Each time a model in the Bearer's unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

Relentless Hunger — 20 pts

Tyranids model only. Add 2" to the Move characteristic of models in the bearer's unit.

Adrenalised Onslaught — 15 pts

Tyranids model only. Each time the bearer's unit makes a Pile In or Consolidation, models in this unit can move an additional 3"

DETACHMENT RULE

In your opponent’s Shooting phase, when an enemy unit has shot, if a model from a friendly ENDLESS MULTITUDE unit was destroyed as a result of those attacks, that friendly unit can make a surge move of up to D6".

STRATAGEMS (6/6)

1 CP UNENDING SWARM – BATTLE TACTIC STRATAGEM MOVEMENT

BOUNDING ADVANCE

When: Your Movement phase.
Target: One Endless Multitude unit from your army.
Effect: Until the end of the phase, each time your unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP UNENDING SWARM – STRATEGIC PLOY STRATAGEM SHOOTING

PRESERVATION IMPERATIVE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Endless Multitude 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, your unit is treated as containing fewer than five models for the purpose of the [BLAST] ability.

1 CP UNENDING SWARM – BATTLE TACTIC STRATAGEM SHOOTING

SWARMING MASSES

When: Your Shooting phase or the Fight phase.
Target: One Endless Multitude unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability, and If your unit contains 15 or more models, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP UNENDING SWARM – BATTLE TACTIC STRATAGEM SHOOTING

TEEMING MASSES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Endless Multitude 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 an attack targets your unit, subtract 1 from the Hit roll.

1 CP UNENDING SWARM – STRATEGIC PLOY STRATAGEM ANY

SYNAPTIC GOADING

When: Any phase, just before an Endless Multitude unit from your army that is within Synapse Range of your army makes a surge move.
Target: That ENDLESS MULTITUDE unit.
Effect: When making that surge move, you can re-roll the D6 to determine how far your unit moves, and your unit can end that move as close as possible to the closest objective marker (instead of as close as possible to the closest enemy unit]. All other rules for making surge moves still apply.

2 CP UNENDING SWARM – STRATEGIC PLOY STRATAGEM ANY

UNENDING WAVES

When: Any phase.
Target: One Endless Multitude unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength.
Restriction: Any destroyed Character units that were attached to your unit are not returned. You can only use this Stratagem once per battle.